the

Playstation

Encyclopedia Book

vol.03

Vol.03

DaddaRuleKonge.com

CONTENT

The book is made up by four parts because of the lulu printing limit and the useless inDesign program and it`s constant crashes. The pagenumbers are consistent and works as the books was a complete set, this is because the pagenumbers are set, and I would have to change every pagenumber on the checklist. The pagenumbers on the checklist volume are different though.

Vol:1

Sony PlayStation 1

Content 4

Reference Guide 7

Corporations

Sony Corporation 11
Sony Computer Entertainment 11
The 3DO Company 12
Capcom Co., Ltd. 12
Electronic Arts 13
Gremlin Interactive 13
Hudson Soft Co., Ltd 14
Infogrames Entertainment, SA 14
Konami Corporation 15
Midas Interactive 15
Namco 16
Phoenix Games 16
Psygnosis 17
Square Company, Limited 17
Ubisoft 18
Working Designs 18

PlayStation PAL & NTSC Games 19

0 21
A 26
B 64
C 101
D 137
E 169
F 183
G 210
H 228
I 241
J 252
K 263
L 274
M 288
N 329
O 370
P 375
Q 407
R 409

S 441
T 497
U 536
V 540
W 551
X 574
Y 581
Z 584

Vol:2

PlayStation NTSC-J Games 586
0 587
A 591
B 625
C 656
D 693
E 735
F 750
G 771
H 806
I 846
J 859
K 877
L 934
M 951
N 1011
O 1042
P 1057

Vol:3

Q 1119
R 1124
S 1143
T 1280
U 1346
V 1356
W 1365
X 1384
Y 1385
Z 1400
Lightspan Adventures 1413
Cancelled/Unreleased 1428
Homebrew/Unlicensed 1454
PlayStation Prototype 1461
System Packages 1463
Accessories 1487

Qin Shi Huang: The First Emperor

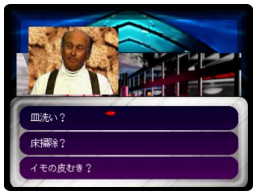
Developer Shangri-La
Publisher Shangri-La
Release date (jp) May 30, 1997
Genre Strategy
Players 1 Player

Shin Shikoutei is a strategy game based on the life of the chinese emperor Qin Shi Huang. The player start the game choosing four generals that will lead his forces. Players can build weapons, new units, like farmers, soldiers, etc. They can also attack other enemies.

Quantum Gate I: Akumu no Joshou

Developer Affect
Publisher Gaga
Release date (jp) June 6, 1997
Genre Action-adventure
Players 1 Player

Quantum Gate is an adventure game set on a distant planet, in which players are sent out to fight in a war with an alien race. Most of the game is played in a first person perspective, as players travel around their base and talk to other people. There are also fighting segments, done in FPS mode, in which players and their computer allies must battle alien soldiers.



Queens Road

8.3

Developer Angel
Publisher Angel
Release date (jp) March 20, 1997
Genre Simulation, Strategy
Players 1 Player

In Queens Road, the player have to choose and then train a princess to become the next queen. There are five different countries: Arsea, Drasion, Caerleon, Dynaress and Zol. Each one with a princess to chose. The player has to make choices and improve the stats of his princess. The better the stats of the princess, the more respect she will have of her people and generals.

Quest for Fame

Developer Virtual Music Entertainment
Publisher SCEI
Release date (jp) July 10, 1997
Genre Music, Simulation
Players 1 Player

Quest for Fame - Be a Virtual Rock Legend, originally released for PC in 1995, features music from rock band Aerosmith, and casts players in the role of an aspiring guitar player whose dream is to make it to the top.

The game came shipped with some kind of electronic plectron, called V-Pic, players could connect to the parallel-port.

Quiz $ Millionaire: Waku Waku Party

Developer Hothouse Creations
Publisher Eidos Interactive
Release date (jp) November 28, 2002
Genre Trivia
Players 1-4 Players

Quiz $ Millionaire - Waku Waku Party is part of the Who Wants to Be a Millionaire series, based on the television game show. The game are made for Japanese audience and feature Monta as the host. Gameplay are the standard set in the other Who Wants to Be a Millionaire games, with Fifty-Fifty, Ask the Audience and Phone-A-Friend.

PSOne Books
May 2004

Quiz Charaokedon! Touei Tokusatsu Hero Part 1

Developer Banpresto
Publisher Banpresto
Release date (jp) July 22, 1999
Genre Trivia
Players 1-4 Players

Quiz Charaokedon! Toei Tokusatsu Hero Part 1 is the first quiz game based on the Ultraman characters. The game features up to 4 players to play at the same time. There are lots of questions about different franchises and even about tunes or character silhouettes.

Quiz Charaokedon! Touei Tokusatsu Hero Part 2

Developer Banpresto
Publisher Banpresto
Release date (jp) October 21, 1999
Genre Trivia
Players 1-4 Players

Quiz Charaokedon! Toei Tokusatsu Hero Part 2 is the second quiz game based on the Ultraman characters. The game features up to 4 players to play at the same time with a lot of questions on the different franchises.

PSOne Books
July 2004

Quiz Darakeno Jinsei Game Dai-2-kai!

4.0

Developer OeRSTED
Publisher Takara
Release date (jp) October 17, 2002
Genre Board game, Trivia
Players 1-4 Players

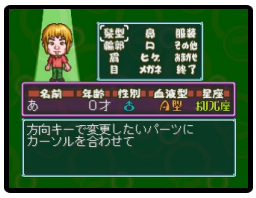
Quiz Darakeno Jinsei Game Dai-2-kai! is a quiz game featuring different questions and mini games. The game plays like a board game with up to 4 players.

The Best Takara Memo
july 2002

Quiz Darakeno Jinsei Game

Developer OeRSTED
Publisher Takara
Release date (jp) September 30, 1997
Genre Board game
Players 1-4 Players

Based on the Game of Life series, the player advance through the board answering questions, with more than 10000 questions, and goes through different lifetimes from childhood to old age.



8.0

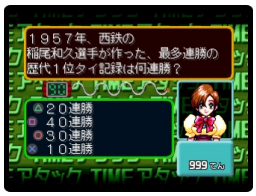
Quiz de Battle

Developer	DigiCube
Publisher	DigiCube
Release date	(jp) March 14, 2002
Genre	Trivia
Players	1-4 Players

Quiz de Battle is a quiz game featuring over 10000 different questions, and up to 4 players to play at the same time using the multi-tap function.

The game features eight different characters to choose from and different modes, like marathon quiz, God of quiz, etc. The main goal is to win prizes to fill the players room.

Quiz Master Blue



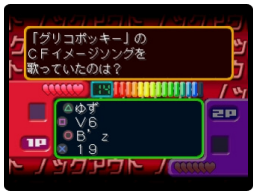
Developer	Success
Publisher	Success
Release date	(jp) June 29, 2000
Genre	Trivia
Players	1-2 Players

Quiz Master Blue is one of the three quiz games released by Succed in the year 2000 with different themes and questions.

The game features different modes, like vs another player, time attack and knockout. There are more than 6000 different questions to answer on different subjects.

Superlite 3 in 1
Quiz Syuu
December 2001

Quiz Master Red



Developer	Success
Publisher	Success
Release date	(jp) June 29, 2000
Genre	Trivia
Players	1-2 Players

The game features different modes, like vs another human player, time attack and knockout. There are more than 6000 different questions to answer on different subjects.

Superlite 3 in 1
Quiz Syuu
December 2001

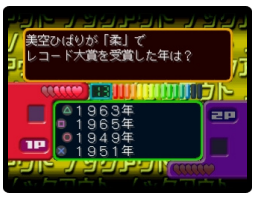
Superlite 3 in 1
Quiz Syuu
December 2001

Quiz Master Yellow

6.0

Developer Success
Publisher Success
Release date (jp) June 29, 2000
Genre Trivia
Players 1-2 Players

Another game in the Quiz Master series. The game features different modes, like vs another player, time attack and knockout. There are more than 6000 different questions to answer on different subjects.



Quiz Nanairo Dreams: Nijiiro-chou no Kiseki

7.0

Developer Capcom Production Studio 1
Publisher Capcom
Release date (jp) June 27, 1997
Genre Trivia
Players 1-2 Players

Quiz Nanairo Dreams Nijiiro Maki No Kiseki is a port of the arcade game Quiz Nanairo Dreams released by Capcom in 1996. The gameplay is a board game where players have to roll a roulette, and depending on the number, they will reach different squares. On the squares, the player will have to answer questions.

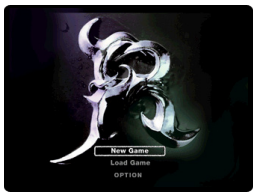
Quo Vadis: Iberukatsu Ikusaeki

Developer Glams
Publisher Glams
Release date (jp) April 18, 1997
Genre Strategy, Tactical role-playing game
Players 1 Player

Quo Vadis - Iberukatsu Seneki is a strategy game with mecha designs by Fujita Kazumi and character designs by Mikimoto Haruhiko. The story takes place in the future with two armies at war. The player take the role of one of the sides, The IVE Corps, and they have to win the war. The gameplay is a turn based RPG where the player controls space ships and make different attack against the enemy. To advance, players have to destroy all the enemies in each mission.

8.0

R: Rock'n Riders



Developer Pixy Corporation
Publisher FAB Communication
Release date (jp) April 1, 1999
Genre Sports
Players 1 Player

Rock'n Riders, or simply R, is an action extreme sports (snowboarding simulation essentially) video game centered on a Japanese rock band.

To complete a stage successfully (before the time limit), the player must earn a certain number of points by making different type of tricks, getting musical instruments, and also avoiding falls and hits.

Limited Edition
April 1999

8.0

R?MJ: The Mystery Hospital

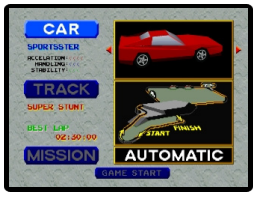
Developer System Sacom
Publisher Bandai
Release date (jp) November 27, 1997
Genre Adventure
Players 1 Player

R?MJ is an interactive movie horror adventure game with full voice-acting and without subtitles to make it feel more like a movie. The story takes place in the summer of 1999, as a large explosion occurred in a General Hospital. Due to a deadly virus being released, the hospital is on lock-down, and the player are left with no way out. The player assumes a role of Hajime who after going to visit his best friend, finds himself trapped in a hospital along with his two friends and a rookie nurse Aya.

Playstation the Best
October 1998

4.0

Race Drivin' a Go! Go!



Developer Time Warner Interactive
Publisher Time Warner Interactive
Release date (jp) June 28, 1996
Genre Racing
Players 1 Player

Race Drivin' is an updated remake of the 1990 coin-op racing game of the same title. It features the original Hard Drivin' course, the courses added in the original Race Drivin', and three brand new courses only found in this version. The number of available vehicles has also increased from 3 to 8. The game includes both a single-player championship mode and an arcade time attack mode.

"mobygames.com"

PSOne Books
March 2002

Racing Lagoon

8.3

Developer	Square
Publisher	Square
Release date	(jp) June 10, 1999
Genre	Racing, Role-playing game
Players	1-2 Players

Racing Lagoon is unique in that it combines street racing with role-playing elements. Released for the PlayStation, the game is compatible with the Sony PocketStation.

Although the game was not well received by the Japanese gaming publication Famitsu, scoring only a 21 out of 40, the game managed to sell over 100,000 copies within a few weeks of its release.

Racingroovy VS

8.0

Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) January 10, 1997
Genre	Racing
Players	1 Player

The player can choose between eight cars from the beginning and unlock three more playing the different races. The game features different camera angles.

The game features three different courses: Jungle, Highway, and Alpine.

MajorWave 1500
October 2000

Raiden DX

7.5

Developer	Seibu Kaihatsu
Publisher	Nihon System
Release date	(jp) April 11, 1997
Genre	Shooter
Players	1-2 Players

Raiden DX is an arcade shoot'em up. The game features similar vertically scrolling shooter gameplay as in its predecessors Raiden and Raiden II. The player controls a jet fighter and blasts his way through various stages which are divided into levels.

When destroying buildings and enemies the player can collect power-ups to gain better weapons, bombs, missiles and score extra points.

Rakugaki Showtime

8.1

Developer Treasure
Publisher Enix
Release date (jp) July 29, 1999
Genre Fighting
Players 1-2 Players

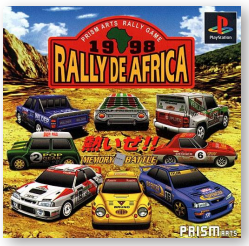
Rakugaki Showtime is a fighting game in which the player, a character rendered as a pencil drawing, fights through a series of 3D arenas in order to defeat God Hand and restore happiness to Rakugaki. Enemies are attacked by the throwing of missiles, rocks, grenades, land mines, black holes, or smiley balls. In addition, players have a series of moves that they can also use to attack, and a series of Super Smiley Attacks, which are activated by grabbing Smiley Balls that have been completely charged up.

Rally de Africa

7.7

Developer Prism Arts
Publisher Prism Arts
Release date (jp) September 23, 1998
Genre Racing
Players 1-2 Players

Rally De Africa is a racing game featuring four game modes: Championship, Spot entry, where the player can drive in any of the five stages: Lake Victoria (easy), Casablanca (normal), Kilimanjaro (hard), Dakar (hard), and Congo (very hard), in any of the three classes K, A, or S. 2 Player battle, players drive against another player. And Memory battle, where players drive agains themself using a recorded memory card save.



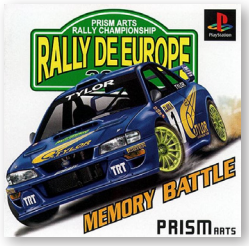
Rerelease
September 1999

Rally de Europe

8.4

Developer Prism Arts
Publisher Prism Arts
Release date (jp) April 29, 2000
Genre Racing
Players 1-2 Players

Rally de Europe is the second game in the series. The player can also unlock the Rally of Africa in this game. There are four game modes: Championship, Spot entry, 2 Player battle, and Memory battle.



TomyKore - The Best
February 2001

Ramen Hashi

7.0

Developer Tomy
Publisher Tomy
Release date (jp) October 7, 1999
Genre Action-adventure
Players 1 Player

Ramen Hashi tells the story of a young Japanese soldier who returns from World War II to his town and decide to open a ramen restaurant.

The gameplay is a mix between a first person adventure game and a cooking game, where the player choose different ingredients to make different ramen dishes he serve to the customers.

Ranma-Chan no Ooeto Surogoku: Keio Yugekitai Gaiden

Developer Victor Interactive Software
Publisher Victor Interactive Software
Release date (jp) September 17, 1998
Genre Board game
Players 1-4 Players

Rami-chan no Ooeto Surogoku is part of the Keio Flying Squadron series. The player control the series character in a board party where the the story is about a room with a treasure in it which everyone is trying to get to.

Ranma 1/2: Battle Renaissance

4.5

Developer Atelier Double
Publisher Shogakukan Production
Release date (jp) December 6, 1996
Genre Fighting
Players 1-2 Players

Ranma 1/2: Battle Renaissance is a 3D fighting game. The game feature a Story Mode, a Battle Mode, and a VS Mode. The changing weather causes the cursed characters to change into their cursed forms when they get soaked in cold water, and back to their normal forms when they get soaked in hot water, affecting the players' fighting strategy. Throughout the game there will be rain squalls and geysers causing players and opponents to transform back and forth.

5.5

Ready Maid

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) October 24, 2002
Genre	Visual novel
Players	1 Player

Ready Maid tells the story of a family that lost their mother in an accident when the daughter was a young child. The father of the child is a robot technology genious. Time passes and the young girl goes everyday to study at the academy. Someone hire the father to make a robot maid, so he decides to create a prototype and see how it will work in his own house first.

8.3

Real Bout Garou Densetsu Special: Dominated Mind

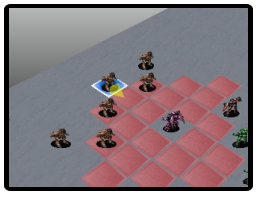
Limited Edition
June 1998

Developer	SNK Corporation
Publisher	SNK Corporation
Release date	(jp) June 25, 1998
Genre	Fighting
Players	1-2 Players

A PlayStation-only Fatal Fury released as a conversion of sorts to Real Bout Fatal Fury Special. The game uses the same engine and general mechanics of said arcade game, but takes place outside of the main storyline a la Street Fighter Alpha 3 and includes brand new and exclusive characters like a back from the dead Geese and the new end-game boss: White.

8.5

Real Robot Battle Line



Developer	Sunrise
Publisher	Banpresto
Release date	(jp) August 12, 1999
Genre	Tactical role-playing game
Players	1 Player

Real Robots Final Attack has game style of a mix between Super Robot Wars and the SFC's Mashoukushin (Lord of Elementals).

Real Robots Final Attack

7.4

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) August 1, 1998
Genre	Fighting
Players	1-2 Players

In Real Robots Final Attack, the player has to defeat different enemy robots in different fighting arenas to advance in the game. The game features seven different characters and a 2 players vs. mode.

RiverHill Best
July 1999

Refrain Love: Anata ni Aitai

5.0

Developer	Riverhill Soft
Publisher	Riverhill Soft
Release date	(jp) March 14, 1997
Genre	Dating sim
Players	1 Players

Refrain Love is a dating simulation adventure game with the story of seven men and women, including the player. The protagonist is a male college student who made a vow with a couple of his friends to find a woman by next Christmas. One day he meet a girl that looks like a dead ringer of the mysterious woman that's been plaguing his dreams recently. Chance, fate, or just dumb luck, it makes him feel like he just might have a chance to make his wish come true.

Refrain Love 2

Developer	Riverhill Soft
Publisher	Riverhill Soft
Release date	(jp) January 28, 1999
Genre	Dating sim
Players	1 Player

As in the first game, the player is the new student in town, and he goes to live with other students in a residence. Differences with the first game is that in this one the player doesn't choose what his character is going to do during the week, he can only choose which girl he is going to date, places to visit during the weekend, date places, etc. When the player is in the residence, he can go to any part of the building and move around the place with total freedom, talking to other girls.

7.0

Reikoku: Ikeda Kizoku Shinrei Kenkyuujo

Developer Infinity
Publisher Media Factory
Release date (jp) October 26, 2000
Genre Adventure
Players 1 Player

Reikoku - Kizoku Ikeda's Psychics Laboratory is a first person adventure game where the player takes the role of a paranormal investigator that goes to an abandoned mansion to investigate different paranormal phenomena.

PSOne Books
January 2002

6.1

Remote Control Dandy

Developer Sandlot
Publisher Human Entertaiment
Release date (jp) July 22, 1999
Genre Simulation
Players 1-2 Players

Remote Control Dandy tells the story of mysterious robots that suddenly appear in the city and start wreaking havoc. The player takes the role of a kid from a rich European family, who controls a robot of his own, called Vordan, by a remote control, and must stop these rampaging robots.

The second CD feature a demo of the game Zipangujima - Unmei wa Saikoro ga Kimeru!?.

8.0

Renai Kouhosei: Starlight Scramble

Developer KSS
Publisher KSS
Release date (jp) September 23, 1998
Genre Dating sim, Simulation
Players 1 Player

Renai Kouhosei Starlight Scramble is based on the two episodes OVA also released in 1998. The game features Japanese voice acting for all the characters and is a mix between a dating simulation with some mini games to unlock.

The player controls Yuya, a young boy that go around a space station, meeting different girls and other people, or play different mini games at the arcades.

Limited Edition
June 1999

Renai Kouza Real Age

Developer Imageneer
Publisher Imageneer
Release date (jp) June 24, 1999
Genre Adventure
Players 1 Player

Renai Kouza Real Age is an adventure dating game based on design by Hisashi Eguchi, a Japanese manga artist. The gameplay is about going around a town, meeting different girls. On the dates, the affinity is going to be better or worse depending of the player choices to the different situations and questions that the girls asked.

Rescue 24 Hours

Developer Central Systems
Publisher Central Systems
Release date (jp) March 14, 1997
Genre Action
Players 1 Players

In Rescue 24 Hours the player is in charge of a futuristic rescue team that has to answer every rescue calls. The player must arrive at the place in a time limit driving the truck, rescuing the people from car accidents or other kind of accidents.

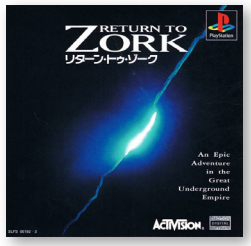
Restaurant Dream

8.0

Developer Siesta
Publisher Teichiku
Release date (jp) July 1, 1999
Genre Adventure, Simulation
Players 1 Player

Restaurant dream let players build their own restaurant empire. The player can choose the place, the style, the staff, and new items to improve the quality of the service and meals. The player can also hire staff of restaurant rivals or other that are avaliables on the market.

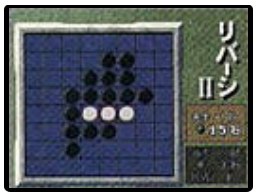
Return to Zork



Developer Activision
Publisher Bandai Visual
Release date (jp) September 27, 1996
Genre Adventure
Players 1 Player

Return to Zork is a first-person adventure game using live actors and video sequences. The game is similar to Myst in interface; the player is also able to rotate the viewpoint to discover new areas and uncover items that can be used or picked up. Various characters will be met along the way and spoken to via a system of dialog choices. The game allows the player to experiment with items in various ways, including discharging them; however, this often leads to “dead ends”.

Reversi II



Developer Success
Publisher Success
Release date (jp) August 26, 1999
Genre Board game
Players 1-2 Players

Reversi II is a reversi game released in the budget Superlite 1500 series for up to two players.

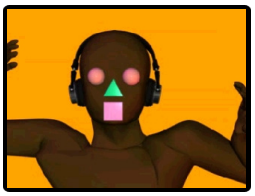
Reverthion

7.0

Developer TecnoSoft
Publisher TecnoSoft
Release date (jp) December 1, 1995
Genre Fighting
Players 1-2 Players

Reverhion is a port of the Sega Saturn game, Hyper Reverthion. The game features fantasy based robotic creatures which are piloted by different members.

The game comes with three different modes: Try mode, a practice mode. Story mode, where players defeat opponents to advance the game. And Vs. mode, where players fight againts the computer or another player.



Rhythm ‘n’ Face

Developer OutSide Directors Company
Publisher Asmik Ace Entertainment
Release date (jp) March 9, 2000
Genre Puzzle, Music
Players 1 Player

Rhythm ‘n’ Face, styled after musical interaction titles made popular in Japanese arcades in the late ‘90s, is a study in club kitsch, with graphics reminiscent of Jesus Jones album covers. The game music is laced with samples of everything from Beethoven concertos to Eric Sati tracks, and all musical arrangements were supervised by Sato.

“kimsufi.com”

Richi Mahjong

Developer Pony Canyon
Publisher Pony Canyon
Release date (jp) December 14, 2000
Genre Board game
Players 1 Player

Reach Mahjong is another mahjong game and the sequel of the long-selling “All-Star Mahjong”. The game feature over 100 different opponents to play against.

Ridegear Guybrave

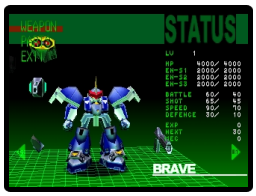
7.8

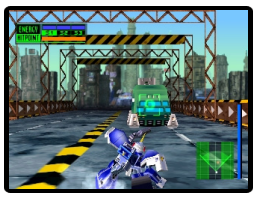
Developer Avit
Publisher Axela
Release date (jp) July 17, 1997
Genre Action
Players 1-2 Players

Ridegear Guybrave is a side-scrolling action game with RPG elements. One or two players select from the four available characters, hop into their Ridegear mechs, and head out to fight for justice. Each character pilots their own unique Ridegear, and it is possible to buy a variety of different upgrades for each, including main and sub weapons, shields, and engines. Defeating enemies will also earn experience, and leveling up will increase each character’s life meter and unlock new moves.

4.0

Ridegear Guybrave II





Developer Axela
Publisher Axela
Release date (jp) October 29, 1998
Genre Action
Players 1-2 Players

The sequel to Ridegear Guybrave features a 3D scrolling instead of the side scrolling of the first game. The game features the same futuristic world but with a different story and different characters, in which the player controls one of the members of a mech unit that have to solve different missions.

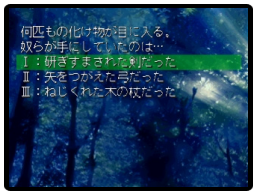
Rikujou Boueitai Maochan

Deluxe Pack
January 2003

Developer Marvelous Interactive
Publisher Marvelous Interactive
Release date (jp) January 23, 2003
Genre Adventure, Simulation
Players 1 Player

Rikujou Boueitai Maochan, based on a 26-episode anime, created by Ken Akamatsu, the author of Love Hina, is a mix of adventure and a simulation game. The game stars three eight-year-old girls, Mao, Misora and Sylvia, as they try to defend the earth against invading aliens.

Ring of Sias



SuperLite 1500 Series
July 2000

Developer Athena
Publisher Athena
Release date (jp) April 12, 1996
Genre Adventure
Players 1 Player

Ring of Sias tells the story of Beatrice, an evil witch that was created from a combination of technology and magic, who invade a holy city in the first step to conquer the World. One of her prisoner was Radia, a female warrior that was caught in a trap made by Beatrice. Her boyfriend decides to infiltrate Beatrice's castle and try to free her and the other hostages.

Riot Stars

7.0

Developer Hect
Publisher Hect
Release date (jp) February 5, 1997
Genre Tactical role-playing game
Players 1 Player

Riot Stars takes place in a region of Roland, where the player control a group of characters. The gameplay are standard tactical RPG where the story advances through the characters conversations until the battle scenario begins.

PlayStation the Best
November 1999

Rittai Ninja Katsugeki Tenchu: Shinobi Gaisen

8.8

Developer Acquire Corp.
Publisher SCEI
Release date (jp) February 25, 1999
Genre Action-adventure
Players 1 Player

Rittai Ninja Katsugeki Tenchu - Shinobi Gaisen is a re-release of the original game, featuring several updates, including different mission layouts, all the stages seen in the American and European versions (levels 4 and 5 were missing in the original) and four selectable languages: Japanese, English, Italian and French. The main feature of this version was its mission editor.

Rittai Ninja Katsugeki Tenchu: Shinobi Hyakusen

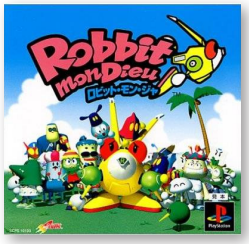
7.8

Developer Acquire Corp.
Publisher SCEI
Release date (jp) November 11, 1999
Genre Action-adventure
Players 1 Player

Tenchu: Shinobi Hyakusen is a mission pack for the original Tenchu. Over a hundred new missions created with the mission editor in the Japanese release Shinobi Gaisen are collected within. They represent a wide variety of objectives, including looking for specific items, eliminating specific (or all) targets, or protecting a character, and were collected via a contest held in Japan by developer Acquire.

8.0

Robbit mon Dieu



Developer	Sugar & Rockets
Publisher	SCEI
Release date	(jp) October 14, 1999
Genre	Platformer
Players	1 Player

Robbit Mon Dieu, sometimes referred to as Jumping Flash! 3, is a 3D platform game. It is the third and final game in the Jumping Flash! series.

The gameplay controls are virtually identical to the two previous games, with the reduction of special weapons slots from three to one, and the addition of a slamming move after pressing the triangle button while in the air.

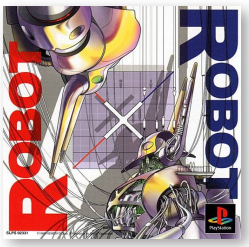
6.0

Robin Lloyd no Bouken

Developer	Gust
Publisher	Gust
Release date	(jp) January 6, 2000
Genre	Action-adventure
Players	1 Player

Robin Lloyd No Daibouken set the player in the role of Robin Lloyd, a young detective who must journey to various locations around the World and solve crazy over-the-top kidnapping/extortion mysteries. The game is an action adventure game where the player talk to different characters and use different objects to advance the game.

Robot X Robot

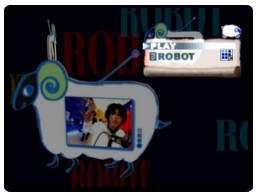


Developer	Nemesys
Publisher	Nemesys
Release date	(jp) October 14, 1999
Genre	Strategy
Players	1 Player

Robot-X-Robot is a mix between a simulation and a strategy game. Players design and build their own male or female robot using different models and parts that the game offer. Once the robot is built, the player assign it different orders that the robot will use in combat.

Robots: Video Alchemy

1.4



Developer SCEI
Publisher SCEI
Release date (jp) September 9, 1998
Genre Other
Players 1 Player

Robots - Video Alchemy is a collection of six music videos from the Japanese band “Robots.” The game features a main menu to select any of the six videos and a pause/resume option for each of the six videos.

Capcom Game Books
March 2007

RockMan

7.8

Developer Capcom
Publisher Capcom
Release date (jp) August 5, 1999
Genre Platformer
Players 1 Player

Rockman, known as Mega Man in North America and Europe, is a port of the original 1987 NES release. The game is part of the “Rockman Complete Works” series. The series includes the six first NES/FamiCom games, and were released individually, each disc containing a port of the original FamiCom version as the game’s “Original Mode”, as well as a “Navi Mode” that features a “hint system” in which a supporting character in each title gives tips to the player via a communicator.

Capcom Game Books
March 2007

RockMan 2

8.1

Developer Capcom
Publisher Capcom
Release date (jp) September 2, 1999
Genre Platformer
Players 1 Player

Rockman 2 was rereleased as the second of six Rockman Complete Works discs. It is largely identical to the original NES release, but had a number of bonuses, such as a “navi mode” for beginners that presents the player with a slightly re-made version of the game, detailed encyclopedic content, image galleries, and remixed music.

8.1

RockMan 3

Developer Capcom
Publisher Capcom
Release date (jp) September 14, 1999
Genre Platformer
Players 1 Player

Rockman 3 is a traditional side-scrolling platformer: players jump from brick to brick while avoiding pits and shooting robots. It's quite similar, in all respects, to other Mega Man games; however, this was the first time that players get a sidekick. It was also the first time players were allowed to slide instead of merely walking.

PSOne Books
May 2003

8.0

RockMan 4

Developer Capcom, OeRSTED
Publisher Capcom
Release date (jp) October 28, 1999
Genre Platformer
Players 1 Player

Gameplay-wise, this installment is similar to the previous game in the series. Like before, Mega Man has to complete eight stages, defeating their robotic bosses and acquiring their weapons as a reward. He retains his abilities to jump, shoot, climb, and slide. His dog can be transformed to access different area types. A new addition is the Mega Buster weapon, which can be charged to produce powerful shots.

PSOne Books
May 2003

7.9

RockMan 5

Developer Capcom
Publisher Capcom
Release date (jp) November 25, 1999
Genre Platformer
Players 1 Player

Like the other early Rockman/Mega Man games, the PlayStation version was only released in Japan, as part of the Complete Works series.

RockMan 5 tells the story of Dr. Light, who get kidnapped by a group of robots led by a mysterious figure. And it`s up to the player as Mega Man to save him.

PSOne Books
June 2003

PSOne Books
June 2003

RockMan 6

7.8

Developer	Capcom, OeRSTED
Publisher	Capcom
Release date	(jp) December 9, 1999
Genre	Platformer
Players	1 Player

The sixth volume in the Rockman Complete Works series contains the final NES/Famicom Rockman title: Rockman 6: The Biggest Battle in History!!

In Rockman 6, the whole world is alive and buzzing with word of the 1st Annual Robot Design Contest. The sponsor of the contest, the mysterious Mr. X, suddenly declares that he has decided on the winners...and takes 8 of the Robot Masters for his own purpose...taking over the world.

Limited Edition
September 2002

Romance wa Ken no Kagayaki II

Developer	Kadokawa Shoten
Publisher	Kadokawa Shoten
Release date	(jp) September 19, 2002
Genre	Role-playing game
Players	1 Player

The events of this game take place a few years after those described in the first game, Romance wa Tsurugi no Kagayaki: Last Crusader released for the PC-98. Unlike the first game, Romance wa Tsurugi no Kagayaki II contains no nudity or sexual scenes, even though there is plenty of sexual innuendo in conversations and events.

Roommate: Inoue Ryoko

5.0

Developer	Fupac
Publisher	Datam Polystar
Release date	(jp) July 29, 1999
Genre	Adventure, Simulation
Players	1 Player

In Roommate Ryoko, players have three years to develop a relationship with their roomate Ryoko. The conversation between Ryoko is never recycled - there are thousands of things that she can say. Seasonal changes affect the game, and although it isn't played in real time, players must adjust their schedule in the game to hers to catch her, done by leaving her notes on their shared white board.

9.5

RPG Tsukuru 4

Developer Agenda
Publisher Enterbrain
Release date (jp) December 7, 2000
Genre Constructing, Role-playing game
Players 1 Player

RPG Tsukuru 4 was the only one in the series of console games not localized for North America. The game is the sequel to RPG Maker. Sprites now had their own portraits for dialogue and the sprites themselves is much more detailed. Scripting and events are seperated, like in RPG Maker 2, and variables show up for the first time in a console RPG Maker. There are 126 selectable enemies, counting the slots for custom enemies.

Rubbish Blazon

Developer Pandora Box Creative Office
Publisher Pandora Box Creative Office
Release date (jp) April 27, 2000
Genre Role-playing game
Players 1 Player

Rubbish Blazon, the third game in the Pandora Max Series, is a classic 2D RPG game with lots of humour and a first person perspective in the battles. The player controls a group of bizarre characters that starts a wacky adventure.

"kimsufi.com"

Rune no Joka: Hikari to Yamo no Sei-oujo

Developer Media Works
Publisher Takara
Release date (jp) April 25, 1997
Genre Role-playing game
Players 1 Player

Rune No Joka Hikari to Yami No Sei-Oujo tells the story of a young adventurer that explore old ruins in searh of treasures. On the gameplay, the player got a limited number of movements to move his character in battles. When the number reaches 0, players have to make a decision, attacking an enemy, see the stats or defend.

Rung Rung: Oz no Mahou Tsukai - Another World

7.6

Developer	Affect
Publisher	Affect
Release date	(jp) June 15, 2000
Genre	Adventure
Players	1 Player

Rung Rung Oz no Mahoutsoukai Another World is an adventure game featuring a top-down exploration of a world based on Frank L. Baum's Wizard of Oz books. An anime-styled Dorothy adventures through the Land of Oz, meeting familiar characters and accompanied by the dog Toto, all featuring cute new Japanese redesigns.

Running High

5.8

Developer	System Sacom
Publisher	REX Entertaiment
Release date	(jp) April 25, 1997
Genre	Racing
Players	1 Player

Running High is a high-speed futuristic foot-race game for one player. There are six racers to choose from, and three tracks (with a fourth unlocked after clearing the first three). Each racer has different abilities, and all of them will play dirty in trying to be the first to the finish. Players can attack the other racers with punches, knock them down, and vault over them.

"mobygames.com"

PlayStation the Best
August 1998

Rurouni Kenshin: Meiji Kenyaku Romantan - Ishin Gekitouhen

5.8

Developer	Zoom
Publisher	SCEI
Release date	(jp) November 29, 1996
Genre	Fighting
Players	1-2 Players

Rurouni Kenshin: Ishin Gekitōhen is a 3D fighting game (with a similar action timing to that of Tekken 1 & 2) which reproduces the first story arc of the Rurouni Kenshin anime series. Here players fighting possibilities will depend of 4 buttons, two working for either high or low attacks and the resting two for different kinds of blockings.

7.2

Rurouni Kenshin: Meiji Kenyaku Romantan - Juuyuushi Inbou Hen

Developer	Pandora Box Creative Office
Publisher	SCEI
Release date	(jp) December 18, 1997
Genre	Role-playing game
Players	1 Player

The game is an RPG with an alternative plot to the original Rurouni Kenshin series in which the main protagonist isn't Kenshin, but two characters created specially for that game: Hikaru (a young girl) and Hiziri (a young boy), both of them with a lost past, which key resides in the hands of Saitou and Aoshi, respectively.

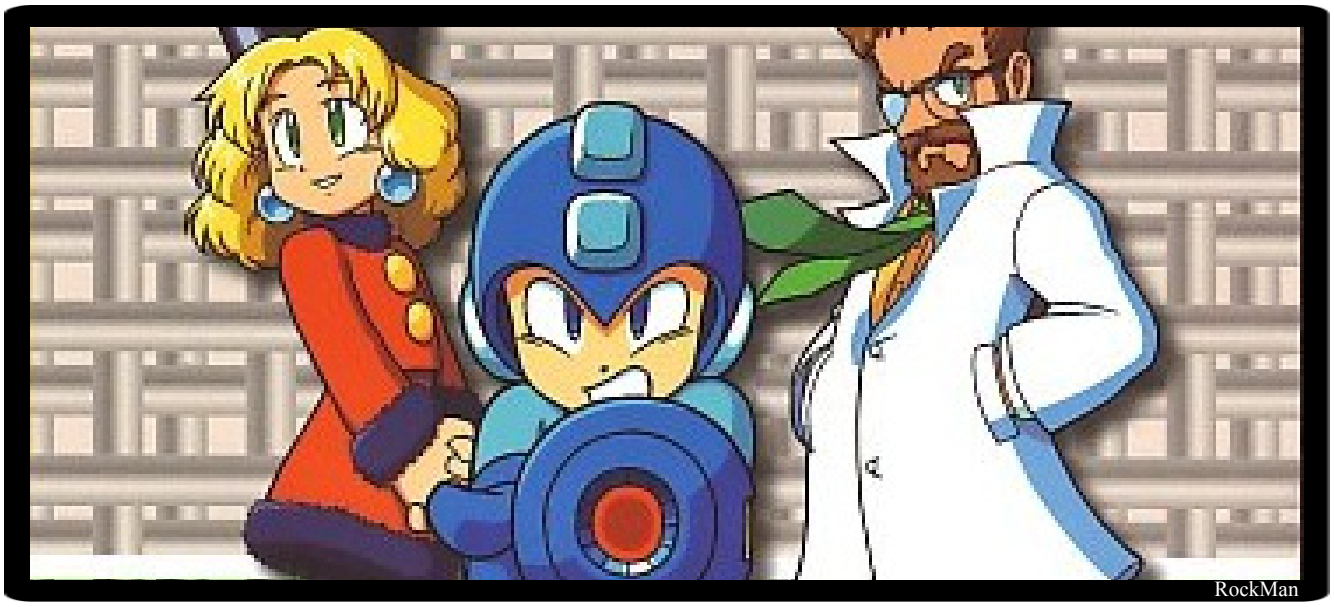
PlayStation the Best
November 1998

9.3

Ryuki Densyo: Dragoon

Developer	KSS
Publisher	KSS
Release date	(jp) December 18, 1997
Genre	Role-playing game
Players	1 Player

Ryuki Densyo Dragoon is a classic 2D RPG game. The player takes the role of a young man that start his journey when he rescues a girl.

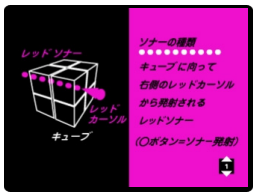


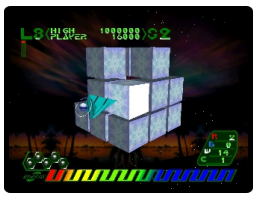
RockMan

Best of the Best
May 2000

S.Q. Sound Qube

4.0





Developer	Human Entertainment
Publisher	Human Entertainment
Release date	(jp) March 12, 1998
Genre	Puzzle
Players	1 Player

Players are armed with a RED and BLUE sonar. Each stage has a number of stacked cubes, visually they all look alike, but using the sonar players can find out whether the cube is RED, BLUE, WHITE, Core, or Jammer. To clear the stage one has to find the 'Core' cube and eliminate it.

Limited Edition
March 1997

Saber Marionette J: Battle Sabers

4.7

Developer	Tom Create
Publisher	Bandai Visual
Release date	(jp) March 28, 1997
Genre	Fighting
Players	1-2 Players

Saber Marionette J: Battle Sabers is a one-on-one fighting game featuring the android characters from the anime of the same name. Players get to pick from any of the 7 characters available to duke it out with the opponent in either CPU mode or VS mode.

The limited edition package includes the game and a few bonus items: A set of three small plastic figurines and a set of 20 cards featuring illustrations and CG of the characters.

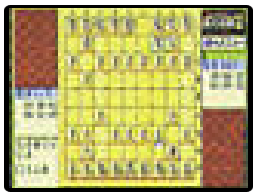
MyCom Best
January 2000

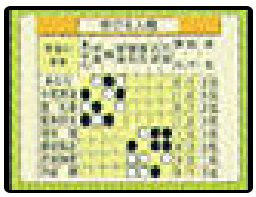
Saikyo Todai Shogi

Developer	MyCom
Publisher	MyCom
Release date	(jp) December 3, 1998
Genre	Board game
Players	1-2 Players

Saikyou Todai Shogi, also known as Saikyou Toudai Shougi, is a shogi game with different game modes, like vs. another player or computer opponents.

Saikyo Todai Shogi 2



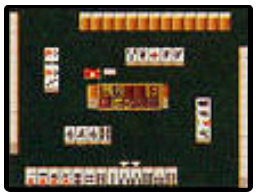


Developer AT
Publisher MyCom
Release date (jp) November 18, 1999
Genre Board game
Players 1-2 Players

Saikyo Todai Shogi 2, along with it`s PC counterpart, is another shogi game featuring a new “chess tournament” mode, and the usual game modes, like 2 player Vs.

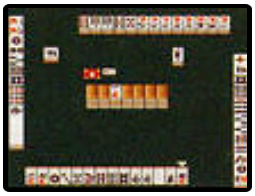
MyCom Best
June 2001

Saikyou Ginsei Mahjong



Developer Silverstar Japan
Publisher I.Magic
Release date (jp) August 29, 2002
Genre Board game
Players 1 Player

Saikyou Ginsei Mahjong is another of the millions mahjong game, featuring the usual game modes and gameplay.

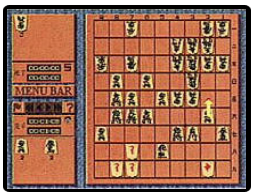


5.0

Saikyou no Igo: The Strongest Game of Go

Developer Outback, Oxford Softworks
Publisher Itochu
Release date (jp) October 1, 1998
Genre Board game
Players 1 Player

Saikyou no Go - The Strongest Game of Go is a go game, featuring 12 levels of difficulty and a hint ability to teach players the most effective hand.



Saikyou no Shogi

Developer Unbalance
Publisher Unbalance
Release date (jp) June 3, 1999
Genre Board game
Players 1-2 Players

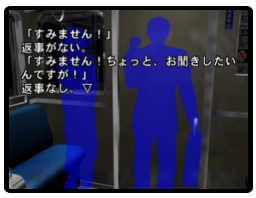
Saikyou no Shogi is a shogi game by programmer Jeff Rorason. The game comes with a hint function with tips from Kasanere to help the players on rules and strategy of the game.

Reprint
November 2001

Saishuu Densha

Developer Break
Publisher Visit
Release date (jp) February 26, 1998
Genre Visual novel
Players 1 Player

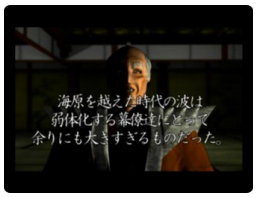
Saishuu Densha is a first person adventure game that begins when a business man arrives at the train station at midnight, just in time to catch the last train of the day. As soon as he boards the train he met a woman. Soon they realise that the train is not stopping on the train stations and that their wagon door is locked.



Sakamoto Ryuma: Ishinkai Kuni

Developer KID
Publisher KID
Release date (jp) November 12, 1997
Genre Strategy
Players 1 Player

Sakamoto Ryouma - Ishin Kaikoku, based on Sakamoto Ryoma, a prominent figure in the movement to overthrow the Tokugawa shogunate during the Bakumatsu period in Japan, is a strategy game set in the Meiji Restoration and features over 500 characters, more than 150 events, weapons, etc. The player can buy items, create armies, celebrate diplomatic agreements, etc.



Sakkyoku Surun Damon: Dance Remix Hen

Developer	Ving
Publisher	Ving
Release date	(jp) June 29, 2000
Genre	Music
Players	1 Player

Sakkyoku Surundamon Dance Remix-Hen let players compose their own music in this music composer software. The player can compose the song using the Edit Mode, there players can add effects, and samples.

Sakumashiki Jinsei Game

Developer	Takara
Publisher	Takara
Release date	(jp) December 10, 1998
Genre	Board game
Players	1-5 Players

Sakuma Shiki Jinsei Game is another game in the Game of Life series made by Takara. As usual in these board games, the player controls a character that go through different times in his life. He or she can even get married during the game. The game also features different mini games that will increase the players money if they win, and different cards and items can be used to win the game.

Salamander Deluxe Pack Plus

8.1

Developer	Konami
Publisher	Konami
Release date	(jp) July 3, 1997
Genre	Compilation
Players	1-2 Players

Salamander Deluxe Pack Plus is a compilation featuring ported versions of the arcade classic Salamander, its westernized port Life Force, and for the first time since its arcade release, Salamander 2.

All games feature small tweaks, like infinite continues and difficulty settings, but are otherwise faithfully recreated from their arcade counterparts.

Salary Man Champ: Tatakau Salary Man

8.5

Developer	Success
Publisher	Success
Release date	(jp) May 31, 2001
Genre	Mini-games
Players	1-3 Players

Salary Man Champ Tatakau Salary Man, a port of an arcade game, consists of a variety of different, mostly odd, minigames. The title involves challenges, such as curry eating contests, running up stairwells, and out running kiss blowing blokes.

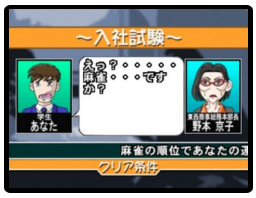
"kimsufi.com"

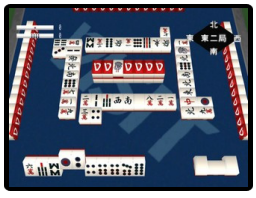
Salary Man Kintaro: The Game

Developer	Bandai
Publisher	Bandai
Release date	(jp) June 22, 2000
Genre	Adventure
Players	1 Player

Salaryman Kintaro: The Game, based on the manga series by Hiroshi Motomiya, is an adventure game where the player have to select between different answers to advance in the game. The situations will be different depending on the player choices and include multiple endings.

Salary Man Settai Mahjong





Developer	Visit
Publisher	Visit
Release date	(jp) May 10, 2001
Genre	Board game
Players	1 Player

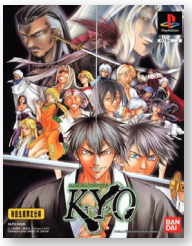
Salary Man Settai Mahjong is a mahjong game that features two game modes: Story mode and Free mahjong. In story mode, the player controls a salary man that has to defeat different character in mahjong games. Defeated opponents get unlocked to play againts in the free mahjong mode.

7.3

Samurai Deeper Kyo

Developer Project Kyo
Publisher Bandai
Release date (jp) December 12, 2002
Genre Fighting
Players 1-2 Players

Samuray Deeper Kyo is a 2D fighting game featuring characters from the manga of the same name, and two main game modes: Story mode, where players advance through the story defeating different computer opponets. And Vs. mode, where players fight against the computer or another player.



Limited Edition
December 2002

8.2

Samurai Spirits: Amakusa Kourin Special

Developer SNK
Publisher SNK
Release date (jp) December 25, 1997
Genre Fighting
Players 1-2 Players

Bringing a new breath to SNK's swordsman fighting series, this 4th installment marks the return of 3 classic characters (Yagyu Jubei, Charlotte and Tam Tam, now with updated stuff), introduces 2 newcomers for the pantheon (the brothers Sogetsu Kazama and Kazuki Kazama) and brings some new backgrounds.

"mobygames.com"

PSOne Books
April 2003

7.6

Samurai Spirits: Kenkaku Yubinan Pack

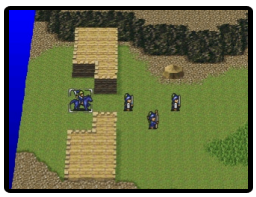
Developer SNK
Publisher SNK
Release date (jp) March 26, 1998
Genre Compilation
Players 1-2 Players

Samurai Spirits: Kenkaku Yubinan Pack is a compilation of games from the Samurai Shodown series. It includes: Samurai Spirits (Samurai Shodown) and Shin Samurai Spirits: Haohamaru jigokuhen (Samurai Shodown II)

Koei Teiban Series
December 2000

San Goku Shi Eiketsuden

8.3



Developer Koei
Publisher Koei
Release date (jp) March 29, 1996
Genre Strategy
Players 1 Player

Sangokushi Eiketsuden, based on the Three Kingdoms era of Chinese history, is a strategy war game. Players select one of the different leaders and guide their people to power by military or diplomatic means in an overviewed world. Military tactics such as well-placed taunts and deliberate enemy confusion are on offer.

"kimsufi.com"

Koei Teiban Series
August 2001

San Goku Shi: Koumeiden

6.0

Developer Koei
Publisher Koei
Release date (jp) February 14, 1997
Genre Strategy
Players 1 Player

Unlike its predecessor title, the players skill and success for each battle are a major factor in determining how Sangokushi Koumeiden will end. In addition to having decisions at the beginnings of most stages that affect troop placements for both sides, event triggers, and the items found in armories and granaries, the game also tracks the player's overall record by monitoring the character's physical health and counting the amount of times the player has retreated from battle and restarted a level.

Koei Teiban Series
August 2000

San Goku Shi II

8.0

Developer Koei, Inis
Publisher Koei
Release date (jp) September 23, 1998
Genre Strategy
Players 1-4 Players

The game is the sequel to the 1985 game, Romance of the Three Kingdoms. The game concept is still the same, though they did improve a lot of features that one may consider 'disturbing' from RTK I (e.g. Generals dying easily due to disease, etc.). RTK can be said to be much more 'stable' where players no longer have to worry that much about time length in the game, as the game take a slower time rate to allow the players to build up their forces without much interference.

7.3

San Goku Shi III

Developer Koei, Inis
Publisher Koei
Release date (jp) February 22, 2001
Genre Strategy
Players 1-8 Players

Romance of the Three Kingdoms III: Dragon of Destiny is another strategy game by Koei. The concept is the same here as in Koei's other wargames: conquer everything.

In this case, the historical setting is ancient China. The country is under the control of one Emperor, but all of the faction leaders want to be the emperor themselves. Players begin with one territory and they must conquer more to win the game.

Koei Best
June 2002

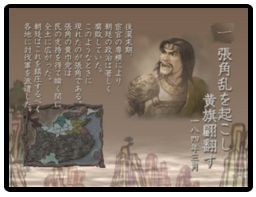
8.0

San Goku Shi V

Developer Koei, Inis
Publisher Koei
Release date (jp) February 14, 1997
Genre Strategy
Players 1-8 Players

Sangokushi V is the 5th installment in Koei's Romance of the Three Kingdoms series. KOEI Corporation did not plan to release an English version of the game, but the USA division sold the Traditional Chinese version of the DOS game by mail order, without technical or game play support. Since then, no English versions of Romance of the Three Kingdoms games have been released for PC platforms until the 2008 release of Romance of the Three Kingdoms XI.

Koei Teiban Series
May 2003



San Goku Shi VII

Developer Koei, Inis
Publisher Koei
Release date (jp) February 1, 2001
Genre Strategy
Players 1 Player

Like its predecessors, Romance of the Three Kingdoms VII is a grand strategy game set in the Three Kingdoms period in the history of China. The seventh game of the series contains some changes, such as 3D graphics, and the ability to play as any one of the main historical characters. Similarly to the previous games, the game focuses on governing a nation, managing its economy, diplomacy, as well as military planning and preparation. Turn-based tactical battles occur when one nation invades another.

Koei Teiban Series
December 1998

San Goku Shi Returns

7.5

Developer Koei
Publisher Koei
Release date (jp) March 20, 1997
Genre Strategy
Players 1-8 Players

Sangokushi Returns, based on the Three Kingdoms era of Chinese history, is a strategy war game. Players select one of the different leaders and guide their people to power by military or diplomatic means in an overviewed world. Military tactics such as well-placed taunts and deliberate enemy confusion are on offer.

PSOne Books
March 2002

Sankyo Fever

Developer Ichikawa
Publisher Ichikawa
Release date (jp) November 11, 1999
Genre Casino
Players 1 Player

Sankyo Fever, also known as just Fever, is a pachinko game featuring machines from Sankyo and a ”ranking mode”. This simulator also has a collection hall where players can use their pachinko earnings to buy gambling machines and related memorabilia. These can be viewed along with information about their history.

Sankyo Fever: Downtown Geki

Developer TEN
Publisher TEN
Release date (jp) July 5, 1996
Genre Casino
Players 1 Player

Sankyo Fever - Downtown Geki is a pachinko game featuring three different machines and ususal gameplay and modes.

Sankyo Fever Jikki Simulation

Developer ICS
Publisher ICS
Release date (jp) March 8, 1996
Genre Casino
Players 1 Player

Sankyo Fever: Mihata Simulation features a complete simulation of five different gambling machines, a complete tutorial in Japanese on how to play, a mode in which the player goes around town and enter pachinko places where he can play the five machines, and even a video that shows how the original machines were constructed.

Sankyo Fever 2

Developer ICS
Publisher ICS
Release date (jp) May 2, 2000
Genre Casino
Players 1 Player

Sankyo Fever 2, also known as Fever 2, is another pachinko game in the Fever series, and features the usual gameplay and game modes.

PSOne Books
March 2002

Sankyo Fever 4

Developer ICS
Publisher ICS
Release date (jp) March 8, 2001
Genre Casino
Players 1 Player

Sankyo Fever 4 is the fourth game in the pachinko gambling series released by ICS for the PlayStation. The game is a gambling game that features three game pachiko machines: Fever Street Fighter II, Fever Seven Flash and Poyo Yong Alien.

The game features 2 game modes: Free Mode and Story Mode. In story mode the goal is defeating other gamblers in different stages to win prizes.

PSOne Books
October 2002

PSOne Books
November 2002

Sankyo Fever 5

Developer ICS
Publisher ICS
Release date (jp) September 20, 2001
Genre Casino
Players 1 Player

Sankyo Fever 5 is the fifth game in the pachinko gambling series and features the ususal two game modes: Free Mode and Story Mode. In the story mode, players choose between a male or a female character, and the goal of the game is having more money to buy different prizes. To gain money the player can go around the town and play the three different pachinko machines.

Sankyo Fever Vol. 2: Mihata Simulation

Developer Japan Vistec
Publisher TEN
Release date (jp) December 25, 1997
Genre Casino
Players 1 Player

Sankyo Fever Vol.2 - Mihata Simulation is a gambling game in which the player can choose between a male or a female character in the story mode, and the goal of the game is having more money to buy different prizes. To gain money the player can go around the town and play the five different pachinko machines.

Sankyo Fever Vol. 3: Mihata Simulation

Developer Japan Vistec
Publisher TEN
Release date (jp) May 28, 1998
Genre Casino
Players 1 Player

Sankyo Fever Vol. 3 is a single player simulation of five Pachinko machines from Sankyo. These are: CR Fever Powerful EX, CR Fever Powerful FX, Fever Mega Queen EX, CR Fever Daemon GP, and Fever Daemon GX.

8.0

Sanyo Pachinko Paradise

Developer Irem
Publisher Irem
Release date (jp) July 29, 1999
Genre Casino
Players 1 Player

Sanyō Pachinko Paradise is the first title in Irem's long-running pachinko simulation series. It features reproductions of two pachinko machines made by Sanyo bussan: CR Umi Monogatari S5 and CR Boukenjima. There are two standard modes available: Tsūjō (Normal) mode allows the player to modify a wide range of settings for each machine, while Jissen (Battle) mode challenges the player to win as many balls as possible on the default settings with a limited starting pool and time limit.

8.0

Sanyo Pachinko Paradise 2: Umi Monogatari Special

Developer Irem
Publisher Irem
Release date (jp) November 18, 1999
Genre Casino
Players 1 Player

Pachinko Paradise 2 features reproductions of four pachinko machines made by Sanyo Bussan: CR Umi Monogatari 3R, CR Umi Monogatari 3, CR Umi Monogatari 6, and CR Umi Monogatari. There are two modes available: Tsūjō mode and Jissen mode. There is also a View mode where the various animations that play on the in-game display can be freely viewed. Unlike the previous title, there is no story mode.

8.0

Sanyo Pachinko Paradise 3

Developer Irem
Publisher Irem
Release date (jp) March 9, 2000
Genre Casino
Players 1 Player

Pachinko Paradise 3 features reproductions of three pachinko machines made by Sanyo Bussan: CR Wan Wan Paradise SK, CR Wan Wan Paradise SE, and CR Wan Wan Paradise S5. There are two modes available: Tsūjō mode and Jissen mode. There is also a View mode where the various animations that play on the in-game display can be freely viewed. There is no story mode.

Sanyo Pachinko Paradise 4

8.0

Developer Irem
Publisher Irem
Release date (jp) October 12, 2000
Genre Casino
Players 1 Player

Pachinko Paradise 4 is one of the many titles in Irem's long-running pachinko simulation series. It features reproductions of three pachinko machines made by Sanyo Bussan: CR Sushiya no Taishō P7, CR Sushiya no Taishō M3, and CR Sushiya no Taishō L8. The game includes a simple story mode where the player takes the role of Gen-san (better known as Hammerin' Harry) who travels around his two with two friends, solving problems by playing pachinko.

Sanyo Pachinko Paradise 5

8.0

Developer Irem
Publisher Irem
Release date (jp) May 10, 2001
Genre Casino
Players 1 Player

Pachinko Paradise 5 is one of the many titles in Irem's long-running pachinko simulation series. It features reproductions of three pachinko machines made by Sanyo Bussan: CR Ukiuki Fishing M3, CR Ukiuki Fishing L5, CR Ukiuki Fishing L7. There are two modes available: Tsūjō mode allows the player to modify a wide range of settings for each machine, while Jissen mode challenges the player to win as many balls as possible on the default settings with a limited starting pool and time limit.

Shinsou Kaiten: Wanwan Umi Monogatari: Sanyo Pachinko Paradise DX

8.0

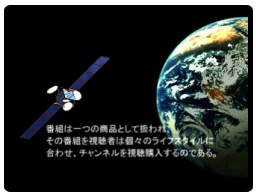
Developer Irem
Publisher Irem
Release date (jp) October 25, 2001
Genre Casino
Players 1 Player

Pachinko Paradise DX is the final PS1 release in Irem's long-running pachinko simulation series. It features reproductions of three pachinko machines made by Sanyo Bussan, all of which are returning from previous releases.

"mobygames.com"

8.0

SatelliTV



Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) January 8, 1998
Genre	Simulation, Strategy
Players	1 Player

SatelliTV, also known as The Housoukyouku: SatelliTV, is an original simulation strategy game that puts the player on charge of a Digital multi-channel broadcasting TV Satellite. Players has to decide the number of channels and the programming that will be on their Satelli TV, they will also have to pay attemption to what the viewers say and change the channels that are not popular.

MajorWave 1500
January 2002

7.0

Satomi no Nazo

Developer	Sound Technology Japan
Publisher	Sound Technology Japan
Release date	(jp) December 6, 1996
Genre	Role-playing game
Players	1 Player

Satomi no Nazo is a classic 2D RPG that features the story of a young boy that get involved in a difficult task when he learns about a dangerous cult trying to destroy the world. Now it is up to him and his dog to travel across different places and try to stop them. During his journey he will meet other characters that will join his group.

7.4

Schrödinger no Neko

Developer	Dual
Publisher	Takara
Release date	(jp) May 30, 1997
Genre	Adventure, Role-playing game
Players	1 Player

Schrodinger no Neko is a mix between a first person adventure game and a PRG. The game tells the story of a young girl who get transported into another world.

The gameplay is about using different objects to open doors or activate things. The player character also has to eat or she becomes hungry and her health will decrease.

SuperLite 1500 Series
February 2001

Screen

Developer KID
Publisher KID
Release date (jp) May 25, 2000
Genre Visual novel
Players 1 Player

The player character and his younger sister, Maiko, lost their parents in a traffic accident. The two of them have since lived with their relatives at the country side. Five years later the player graduated a high-school and returned alone to Tokyo to attend college. The two-year younger sister came to Tokyo two years after him, hoping to attend the same college as he do.

SD Gundam Eiyuden: Daikessen!! Shiki vs Musha

6.0

Developer BEC
Publisher Bandai
Release date (jp) March 1, 2001
Genre Fighting
Players 1-2 Players

SD Gundam Eiyuuden Daikessen - Knight Vs. Musha is part of the SD Gundam series. Super Deformed Gundam or SD Gundam is a series that spawned from the Gundam series. In this action title, players customize their own cutesy Gundam suits, choosing from more than 300 different parts and items, then go into battle against the computer or another player.

PlayStation the Best
June 1998

SD Gundam: G Century

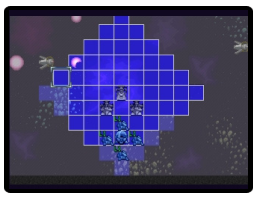
7.6

Developer JAM
Publisher Bandai
Release date (jp) March 20, 1997
Genre Tactical role-playing game
Players 1-4 Players

SD Gundam G-Century is a strategic game which focuses on resource management, planning ahead, and eliminating other competitors. It is a turn-based game system with hex-gridded maps, fixed-location factories, revenue generating space-colonies and cities, and units that gain experience and ability over time. Additions to the standard game formula include the ability to upgrade or downgrade the suit or ship a pilot is flying, to trade in the vehicle for another, and to rename the pilot.

8.0

SD Gundam: G Generation



Developer Tom Create
Publisher Bandai
Release date (jp) August 6, 1998
Genre Tactical role-playing game
Players 1-4 Players

The G Generation series technically began in 1996, when Bandai released a series of six games for Nintendo's Super Famicom, each focusing on a particular era from the Gundam multiverse. When it was finally released in 1998 for the PlayStation, G Generation covered the plot for Mobile Suit Gundam through Char's Counterattack and featured characters from the remaining Universal Century series as well as G Gundam, Gundam Wing and Gundam X.

PlayStation the Best
May 1999

8.3

SD Gundam G Generation-F

Developer Tom Create
Publisher Bandai
Release date (jp) August 3, 2000
Genre Tactical role-playing game
Players 1-4 Players

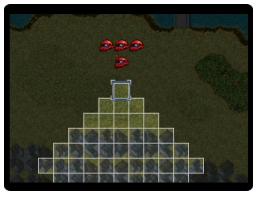
SD Gundam G Generation-F covers events of all Gundam anime through Gundam X, as well as many manga and video game spinoffs such as Gundam Sentinel, Crossbone Gundam, and G-Unit/Last Outpost. Includes bonus scenarios for Turn A Gundam.

The fourth CD features lots of different FMV sequences of the games in the series, and a new version of SD Gungam G Generation Action Game with a story mode and a vs. simulation mode.

Limited Edition
August 2000

6.8

SD Gundam G Generation-F.I.F



Developer Tom Create
Publisher Bandai
Release date (jp) May 2, 2001
Genre Tactical role-playing game
Players 1-4 Players

SD Gundam G Generation-F.I.F is an expansion disc for G Generation-F which includes difficult bonus missions, a complete unit encyclopedia, and the ability to freely alter the player's cast of original characters.

SD Gundam G Generation Zero

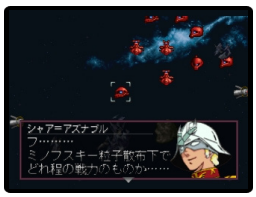
7.1

Bandai the Best
May 2001

Developer	Tom Create
Publisher	Bandai
Release date	(jp) August 12, 1999
Genre	Tactical role-playing game
Players	1-4 Players

SD Gundam G Generation Zero covers events of all Universal Century anime, plus one bonus scenario for G Gundam, Gundam Wing, and Gundam X.

The third CD in the original set is Kidou Senshi Gundam: Gihren no Yabou: Zeon no Keifu: Kimitsu Eizou Disc Tokubetsu Hen that features character art gallery and movie previews.



SD Gundam: Over Galaxian

7.0

Developer	Lay-Up
Publisher	Bandai
Release date	(jp) June 28, 1996
Genre	Shooter
Players	1-2 Players

SD Gundam: Over Galaxian is a semi-3D update of Namco's arcade classic Galaxian featuring the famous SD Gundam characters. The game plays pretty much the same as the original Galaxian, though there some added features such as a variety of power-ups. The game includes two different story modes (Gundam Story and G Changer Story), a remixed version of the original Galaxian, and a two-player VS mode. CG videos explain the story as players progress through the game.

SeaBass Fishing

Developer	Pegasus Japan
Publisher	Victor Entertaiment
Release date	(jp) June 21, 1996
Genre	Sports
Players	1 Player

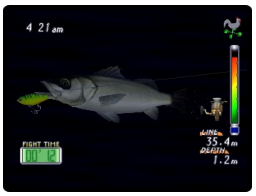
SeaBass Fishing features third person perspective gameplay. The game let the player choose between different fishing spots, crew members, lures, and there are lots of different kind of fishes to be catched. At any time the player can choose to sleep, check the catchs or choose another fishing spot. The game also let players check their records and features a complete fishing tutorial in Japanese.

7.0

SeaBass Fishing 2

Developer A Wave Inc.
Publisher Victor Entertaiment
Release date (jp) September 25, 1997
Genre Sports
Players 1 Player

Seabass Fishing 2 is the second game in the series and also features a third person perspective gameplay. The game features the game modes: Tournament mode, Free Fishing mode, Instruction, and Cooking. The game also let players check their fishing records in the records option of the main menu.



8.0

Segare Ijiri

Developer Enix
Publisher Enix
Release date (jp) March 6, 1999
Genre Adventure, Platformer
Players 1 Player

In Segare Ijiri the player takes control of a young boy with an arrow-size head. His mother, a giraffe, send him through a strange world to make him learn different things. To advance in the game, the player have to talk to different characters and make different things.

6.0

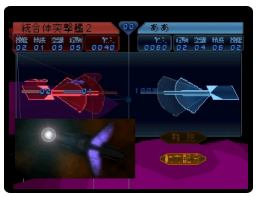
Seisyoujokantai Virgin Fleet

Developer Konami
Publisher Konami
Release date (jp) July 1, 1999
Genre Action-adventure
Players 1 Player

In the pre-WWII era, Nakano Naval Academy's special school for girls is codenamed "Virgin Fleet". These girls are gifted with a special form of power known as "Virgin Energy". With the fear of another Russian-Japanese war imminent, the rookie pilot Shiokaze Umino must hone her powers to save Japan from complete destruction.

Seikai no Monshou

8.0



Developer	NineLives
Publisher	Bandai Visual
Release date	(jp) May 25, 2000
Genre	Adventure, Strategy
Players	1 Player

Roughly a year after the anime finished airing, at the end of May 2000 Bandai Visual released a video game adaptation for the PlayStation called Seikai no Monshou. It features a story inspired by both the Crest of the Stars and the Banner of the Stars novels, incorporating some of their characters. The game consists of 67 different space battles, with a story split in two paths and three possible endings each.

Limited Edition
November 1997

Seikoku 1092: Souheiden

Developer	Yutaka
Publisher	Yutaka
Release date	(jp) November 6, 1997
Genre	Role-playing game
Players	1 Player

Based on the Japanese science fiction novel Wares 1092, a team consisting of a soldier, a monk, and others, go to war using armored mecha who carry mighty swords in this strategy-RPG which takes place against a medieval backdrop.

The limited edition includes a metallic face mask and a set of beads which are packed inside a larger than normal cardboard packaging.

Seirei Hata RayBlade

7.7

Developer	Winky Soft
Publisher	Winky Soft
Release date	(jp) March 23, 2000
Genre	Tactical role-playing game
Players	1 Player

Seirei Hata RayBlade tells the story of Touya Kazemi, a student who`s going on a double date with his best friend, when suddenly, two huge robots fall from the sky.

The game was also released for the Dreamcast console and got a sequel on PS2.

6.0

Seirei Shoukan: Princess of Darkness

Developer	Shoeisha
Publisher	Shoeisha
Release date	(jp) June 25, 1998
Genre	Tactical role-playing game
Players	1 Player

Seirishoukan Princess of Darkness tells the story of a world divided in two clans, the light and the darkness. The world is now ruled by the Devil. A boy from the darkness clan will help the Princess of light to restore the peace and defeat the Devil.

The game features Japanese voice acting for most of the characters.

Seiyou Senseijyutsu

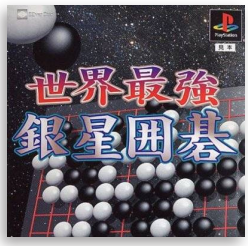
Developer	Success
Publisher	Success
Release date	(jp) August 26, 1999
Genre	Other
Players	1 Player

Seiyousenseijyutsu is a astrology or some kind of tarot card reading game. Probably wrong though. Was hard to find information on this game.

Saikyou Ginsei Chess

Developer	SilverStar
Publisher	I'Max
Release date	(jp) October 24, 2002
Genre	Board game
Players	1-2 Players

Saikyou Ginsei Chess is a simple western chess game with the usual features as 2 player Vs. mode among others.



Sekai Saikyou Ginsei Igo

Developer SilverStar
Publisher I.Magic
Release date (jp) November 29, 2001
Genre Board game
Players 1-2 Players

Sekai Saikyou Ginsei Igo is a Go, or igo, game and the first in the series of Go games. The game feature the usual gameplay and features, along with a 2 player mode.

Sekai Saikyou Ginsei Igo 2

7.0

Developer Silver Star
Publisher Silver Star
Release date (jp) January 23, 2003
Genre Board game
Players 1-2 Players

Sekai Saikyou Ginsei Igo 2 is the second game in the igo game series for the PlayStation released by Silver Star and features Japanese voice acting and a challenge difficulty level.

Sekai Saikyou Ginsei Igo 3

Developer I'Max
Publisher I'Max
Release date (jp) October 23, 2003
Genre Board game
Players 1-2 Players

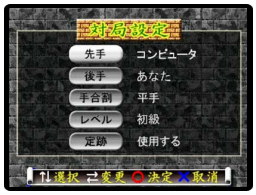
Sekai Saikyou Ginsei Igo 3 is the third game in the go series and feature the usual gameplay and a 2 player mode.

Sekai Saikyou Ginsei Shogi

Developer SilverStar
Publisher I.Magic
Release date (jp) November 29, 2001
Genre Board game
Players 1-2 Players

Sekai Saikyou Ginsei Shogi is a shogi game featuring all the usual gameplay and game modes along with a 2 player mode.

Sekai Saikyou Ginsei Shogi 2



Developer SilverStar
Publisher I'Max
Release date (jp) October 24, 2002
Genre Board game
Players 1-2 Players

Sekai Saikyou Ginsei Shogi 2 is the second shogi game in the Sekai Saikyou series. The game feature a four level difficulty and a 2 player mode.

8.0

Sengoku Cyber: Fujimaru Jigokuhen

Developer Pandora Box Creative Office
Publisher SCEI
Release date (jp) October 27, 1995
Genre Tactical role-playing game, Simulation
Players 1 Player

Sengoku Cyber - Fujimaru Jigokuhen tells the story about a group of ninjas who have to complete different missions to gain money for their clan. With the money they can buy new weapons and items, or improve their abilities. Between missions the player can train the ninjas, doing different kind of trainings.

Sengoku Mugen

Developer Alpha-Unit
Publisher Banpresto
Release date (jp) May 31, 2001
Genre Strategy
Players 1 Player

Sengoku Mugen is a strategy game set in the Warring States period, that covers the period from about 475 BC to the unification of China under the Qin Dynasty in 221 BC.

The game features different units, strategies, a complete help system, and six different scenerarios.

Senkai Taisen: TV Animation Senkaiden Fuukami Engiyori

8.0

Developer General Entertainment, Dynamite
Publisher Bandai
Release date (jp) June 29, 2000
Genre Role-playing game, Adventure
Players 1 Player

Senkai Taisen TV Animation Senkaiden Houshin Engi Yori is a RPG based on the Houshin Engi japanese manga series by Ryu Fujisaki. Hoshin Engi was inspired by an ancient Chinese novel Fengshen Yanyi. The story involves the Chinese mythology and history of China, in particular the last members of the In (Yin Dynasty) and the plot to overthrow them.

Senkai Tsuuroku Seishi

Developer General Entertainment, Dynamite
Publisher Bandai
Release date (jp) March 29, 2001
Genre Sound novel
Players 1 Player

Senkai Tsuroku Seishi is another game based on the Houshin Engi japanese manga series by Ryu Fujisaki. The game is a story creator, using different voices and images of the characters of the anime. The game can save the created stories to a memory card.

5.0

Senran

Developer	Hokusho
Publisher	Angel
Release date	(jp) August 23, 1996
Genre	Strategy
Players	1 Player

Senran is a strategy game based on the Warring States period, featuring characters like Takeda Shingen or Oda Nobunaga.

Takeda Shingen, of Kai Province, was a preeminent daimyo in feudal Japan with exceptional military prestige in the late stage of the Sengoku period. Oda Nobunaga was the initiator of the unification of Japan under the rule of the shogun in the late 16th century.

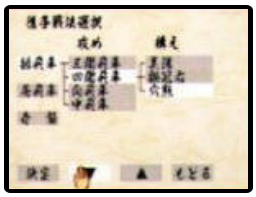
Senryaku Shidan: Tora! Tora! Tora! Rikusenhen

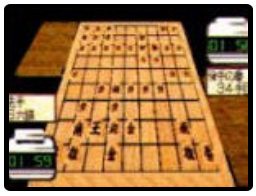
Developer	Nexus Interact
Publisher	DaZZ
Release date	(jp) February 24, 2000
Genre	Strategy
Players	1 Player

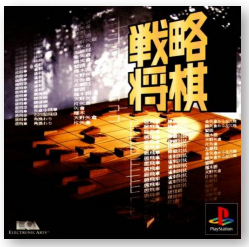
Senryaku Shidan - Tora! Tora! Tora! Rikusenhen is a strategy game that takes place in the World War II. The game features tank battles, air battles, and the goal of the game is to lead the players army to the final victory.

PSOne Books
December 2001

Senryaku Shogi







Developer	Electronic Arts Victor
Publisher	Electronic Arts Victor
Release date	(jp) November 17, 1995
Genre	Board game
Players	1-2 Players

Senryaku Shogi is a shogi game featuring the usual gameplay and game modes along with a 2 player mode.

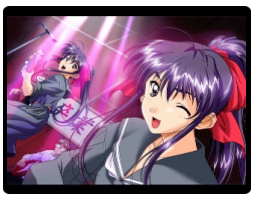
Sentimental Graffiti

7.7

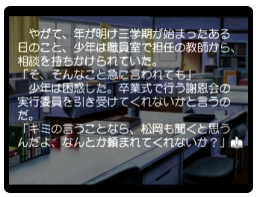
Developer NEC Interchannel
Publisher NEC Interchannel
Release date (jp) March 9, 2001
Genre Dating sim
Players 1 Player

The protagonist of the game is a Japanese high school student, who was frequently transferred from school to school in various cities of Japan. During the summer holidays, he receives an anonymous letter, containing only one sentence: “I want to meet you”. He decides to travel to all the cities where he attended high school, and resume the contact with the girls who could have sent him this letter.

“mobygames.com”



Sentimental Graffiti Yakusoku



Developer NEC Interchannel
Publisher NEC Interchannel
Release date (jp) March 29, 2001
Genre Sound novel
Players 1 Player

Sentimental Graffiti Yakusoku is a sound novel game based on the Sentimental Graffiti series of dating simulation games. The game is like a text novel with voice-over about what happen when the twelve girls first met the protagonist during childhood.

There is only one CG for each girl, and the background is just the place where the conversation or action takes place.

Sentimental Journey

9.0

Developer Banpresto
Publisher Banpresto
Release date (jp) September 23, 1998
Genre Board game
Players 1-4 Players

Sentimental Journey is a collection of twelve short stories about twelve different girls. Though unrelated, there is one common theme that binds the episodes together: each girl’s bittersweet experience of first love.

The player choose a girl and let her find love during a board game. There are different boys to meet and different mini games.

Sen Miyako Monogatari: Sono I

Developer	Ariadne
Publisher	Tohoku Shinsha
Release date	(jp) January 19, 1996
Genre	Other
Players	1 Player

Sento Monogatari - Sono I is a tarot simulation game, also released for Saturn and the 3DO. In the game, players can put their birth date and get their astral card to find out about their future, health, business, love and money.

6.0

Sentou Kokka: Air Land Battle

Developer	Soliton, Marionette
Publisher	SCEI
Release date	(jp) December 1, 1995
Genre	Strategy
Players	1-3 Players

Sentou Kokka: Air Land Battle is the first part of three Sentou Kokka military strategy games released on the Japanese PlayStation. Players use advanced military units, like Eagle, Apache, and Patriot, and wage war on opposing forces in strategic turn-based gameplay. The game offers a full story mode with polygon-rendered units and terrains and is playable by up to three players.

PlayStation the Best
November 1996

6.5

Sentou Kokka Kai Improved

Developer	Marionette
Publisher	SCEI
Release date	(jp) April 11, 1997
Genre	Strategy
Players	1-3 Players

Sentou Kokka Kai Improved is a strategy game in which the player controls a country in war. The game feature different real war machines, like tanks, combat planes, etc. all of them with their own history and stats.

The player build different combat units and move them to attack and destroy enemies bases.

Limited Edition
August 2000

Major Wave Series
August 2000

Septentrion ~Out of the Blue~

5.3

Developer	Human Club
Publisher	Human Entertainment
Release date	(jp) March 11, 1999
Genre	Action-adventure
Players	1 Player

Septentrion - Out of the Blue is a 3D action game, based on a Poseidon Adventure disaster and a remake of the Super Famicom game of the same name, also known as S.O.S., where the player attempt to escape from a sinking ship. In the original SOS it was never questioned why ship sank - it was just a gigantic wave. Here, there's a conspiracy to uncover.

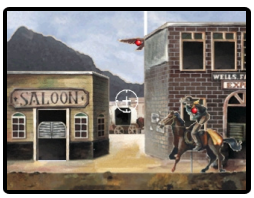
"kimsufi.com"

serial experiments lain

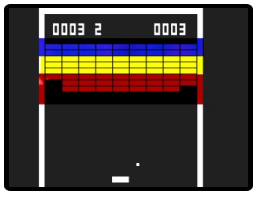
7.3

Developer	Pioneer
Publisher	Pioneer
Release date	(jp) November 26, 1998
Genre	Adventure, Simulation
Players	1 Player

The game was designed by Konaka and Yasuyuki, and made to be a "network simulator" in which the player would navigate to explore Lain's story. The creators themselves did not call it a game, but "Psycho-Stretch-Ware", and it has been described as being a kind of graphic novel: the gameplay is limited to unlocking pieces of information, and then reading/viewing/listening to them, with little or no puzzle needed to unlock.



Serofans



Developer	NineLives
Publisher	NineLives
Release date	(jp) December 11, 1997
Genre	Action
Players	1 Player

Serofans is a tribute to classic arcade machines.

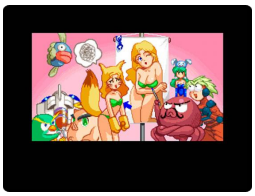
The game features 12 different games: 5 different breakout games. Mystery Planet, a multiscroll space shooter. Sea Fighter, players destroy a ship using their submarine. Carnival Hunt, a shooter. Dracon Walker, a maze game. Gun Fighter. Hunter. And War, where players takes the role as a soldier that have to kill enemy tanks and planes.

8.1

Sexy Parodius

Developer Konami
Publisher Konami
Release date (jp) November 1, 1996
Genre Shooter
Players 1-2 Players

Sexy Parodius is the fifth installment of the Parodius series. Like the rest of the series, it is a parody of the Gradius series and other Konami games. It also contains explicitly sexual level and enemy designs and risqué innuendo. Many level bosses are women in various erotic costumes or various states of undress.



7.8

Shachou Eiyuuden: The Eagle Shooting Heroes

Developer SCEI
Publisher SCEI
Release date (jp) November 30, 2000
Genre Role-playing game
Players 1 Player

Shachō Eiyūden: The Eagle-Shooting Heroes is based upon the popular Chinese Wuxia novel written by Jin Yong. The gameplay is standard Japanese-style RPG fare, with various characters to meet, and dungeons to explore. The game features FMV cutscenes and voice-acting. The battle system is unique in that there are three types of martial art skills: Qing Gong (lightness), Nei Gong (inner), and Wai Gong (physical).

6.8

Shadow and Shadow

Developer Zero System
Publisher Princess Soft
Release date (jp) February 28, 2002
Genre Visual novel
Players 1 Player

Nijyuei is a standard Japanese-style erotic adventure game: read the story, occasionally making decisions, and watch as events play out. As with most conversions of this kind, the console versions removed the adult content. As the game takes place in what is described as a realistic historic setting, it features the “Phrase Instruction System” which explain events and vocabulary that may be unfamiliar to a modern-day player.

Shake Kids

Developer Digital Kids
Publisher On Demand
Release date (jp) July 16, 1998
Genre Platformer
Players 1 Player

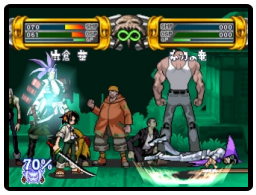
Shake Kids is a platform game similar to Klonoa, or Dynamite Dux, where players control the boy Randy or the girl Nihni. Players run, jump, and fight their way through nine stages and fight four bosses along the way.

Shaman King: Spirit of Shamans

7.8

Developer DIMPS
Publisher Bandai
Release date (jp) June 6, 2002
Genre Fighting
Players 1-2 Players

Shaman King: Spirit of Shamans is based on the anime, in which the player will complete the first half of the overall story featured within the anime/manga series. This is the first fighting game featured within the series. The graphics seem to reflect other styles seen within the original Gundam Battle Assault, in which players will be playing right-to-left with advanced sprite graphics.



Shanghai: Great Moments

Developer SunSoft
Publisher SunSoft
Release date (jp) January 17, 1997
Genre Puzzle
Players 1-2 Players

Shanghai - Great Moments, originally released in 1995 for PC and Mac, is a puzzle game using Mahjong tiles. Players slide available matching tiles off the stack to reveal more tiles. Slide all 144 tiles off the board and one win the game.

This game includes four versions of the classic Shanghai game: The Great Wall, Bejing, Shanghai, and Classic Shanghai.

Shanghai: Banri no Choujou

Special Limited Edition
March 1995

Developer SCEI, Activision
Publisher SCEI
Release date (jp) March 24, 1995
Genre Puzzle
Players 1-2 Players

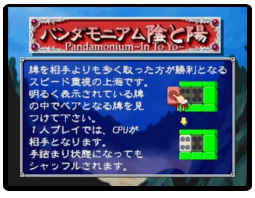
Another version of the ancient game of Mah-Jong. The player is presented with an arrangement of tiles, lined up together and stacked, with either 2 or 4 of each of an array of patterns. These must be removed by matching pairs, but only tiles which are visible and have a space to the left or right can be removed.

Shanghai Dynasty

Developer Success
Publisher Success
Release date (jp) March 22, 2001
Genre Puzzle
Players 1-2 Players

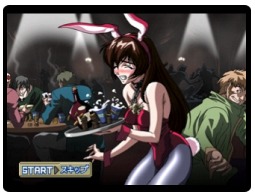
Shanghai Dynasty is a port of 1997 game released for PC. The game feature nine themed tilesets, new puzzle modes including “Pandamonium” and “Dynasty”, simplified Shanghai for kids, and true Mah-Jongg.

Shanghai: Shouryuu Sairin



Developer Activision
Publisher Taito Corporation
Release date (jp) June 7, 2001
Genre Puzzle
Players 1-2 Players

Shanghai - Shoryu Sairin is a port of the arcade game by Warashi. Game Modes include: Shanghai Classic. In To Yo, a story mode where the player solve puzzles to advance to the next stage of the story. And Pandamonium In To Yo, a Vs. mode againts another player or a computer opponent.



Shiibas 1-2-3 Destiny!

6.0

Developer	Jaleco Entertainment
Publisher	Jaleco Entertainment
Release date	(jp) January 6, 2001
Genre	Adventure, Action role-playing game
Players	1 Player

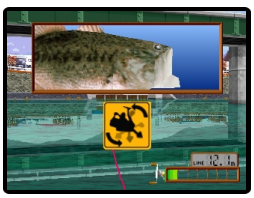
Shibas 1-2-3 Destiny! Unmei O Kaerusha!, based on the Shibas anime serie, is a mix between an adventure game and an action RPG. During most of the game, the player will use a first person perspective to advance in the adventure part and choose between different possible answers to advance.

Shichisei Toushin: Guyferd

Developer	Capcom
Publisher	Capcom
Release date	(jp) November 19, 1998
Genre	Interactive movie, Mini-games
Players	1-2 Players

Shichisei Toushin Guyferd Crown Kaimetsu Sakusen, based on the Seven Star Fighting God Guyferd TV series, is an interactive movie. Players pick and choose battle moves for Guyferd and watch him bout it out with animated goons and challengers. The game also include a detailed database with facts and trivia for fans of the show.

"kimsufi.com"



Shiki Oriori no Bass Tsuri

Developer	Visit
Publisher	Visit
Release date	(jp) June 15, 2000
Genre	Sports
Players	1 Player

Shiki Oriori no Bass Tsuri is a first person perspective fishing game, that features three games modes: Easy mode, Hard mode, and Challenge mode.

Shin DX Okuman Chouja Game

Developer	Takara
Publisher	Takara
Release date	(jp) June 19, 2003
Genre	Board game
Players	1-4 Players

Shin DX Okuman Chouja Game gives the player the role of a president of a company that compete against 3 other players. Players have to improve their company and sell products, but first they got to create different buildings and research products. Depending on the board, the number of money needed to win increases and the winner of each board is the one who reach the amount first.

7.5

Shin Fortune Quest: Sokutaku no Kishi

Limited Edition
June 1996

Developer	MediaWorks
Publisher	MediaWorks
Release date	(jp) June 21, 1996
Genre	Board game
Players	1-4 Players

Shin Fortune Quest - Shokutaku no Kishi-tachi is a board game based in the Fortune Quest anime series. The gameplay is about playing on a board to grow food by planting seeds in the field and get the money by selling the crop harvested in October of each year.

8.0

Shin Masou Kishin: Panzer Warfare

Developer	Rakish
Publisher	Banpresto
Release date	(jp) November 25, 1999
Genre	Tactical role-playing game
Players	1 Player

Shin Masou Kishin Panzer Warfare, first released for the Super FamiCom, is based on Cybuster, a 26 episode anime series. The story is set in 2040 after a disaster happens in Tokyo in 2029. The main character, Ken Ando, joins up with a company designated to clean up Tokyo, called DC. After a mysterious robot begins attacking the DC cleanup crews, the organization starts a process of militarization with main character learning the secrets it hides.

Shin Megami Tensei

7.5

Developer	Atlus
Publisher	Atlus
Release date	(jp) May 31, 2001
Genre	Role-playing game
Players	1 Player

Originally released for the Super Famicom October 30, 1992, Shin Megami Tensei was later ported to the PlayStation. Loosely based on Megami Tensei, a novel and FamiCom game series in Japan, Shin Megami Tensei would be the first of many titles in the franchise released by Atlus.

The game is a first-person RPG, similar to many older role playing games such as the Wizardry series.

Shin Megami Tensei II

8.5

Developer	Atlus
Publisher	Atlus
Release date	(jp) March 20, 2002
Genre	Role-playing game
Players	1 Player

Shin Megami Tensei II is a direct sequel to Shin Megami Tensei originally for the Super Famicom. Similar to most games in the series, the player is able to persuade demons to join the protagonist's battle party.

The game follows the story of Hawk, a battler in the Valhalla district of Tokyo Millennium. The citizens of Valhalla compete in a tournament in hopes of gaining citizenship in the Center district, which is out of reach from demons.

Shin Megami Tensei: Devil Children

7.9

Developer	Access
Publisher	Atlus
Release date	(jp) March 28, 2002
Genre	Role-playing game
Players	1-2 Players

This is a compilation that contains the remakes of two GameBoy Color Devil Children game editions, the Black Book and the Red Book. Both games bring the dark Megami Tensei (Megaten) universe to the cute world of Pokemon-like monster collecting. Players play fifth-graders who study at the Harajuku Elementary School. 270 demons are available in this compilation - 250 from the original GBC games and 20 added especially for this release.

8.4

Shin Megami Tensei if...

Developer Atlus
Publisher Atlus
Release date (jp) December 26, 2002
Genre Role-playing game
Players 1 Player

Shin Megami Tensei if... is a side story to the Shin Megami Tensei series, rather than a direct sequel.

If... is a role-playing video game that features many of the same gameplay aspects of previous games in the series. Players must navigate through first-person dungeons, fighting demons in turn-based random encounters. To help the hero there will be different companions and the always-present minions recruited by the usual demon-negotiation process.

Karuko Sakataka-kou 50th Anniversary Pack December 2002

7.3

Shin Nippon Pro Wrestling: Toukon Retsuden

Developer Yuke's
Publisher Tomy
Release date (jp) September 29, 1995
Genre Sports
Players 1-2 Players

Shin Nihon Pro Wrestling - Toukon Retsuden is the first game in the Shin Nihon Pro Wrestling series for PlayStation and was one of the more popular wrestling games made. The series revolves around the New Japan Pro-Wrestling, a major professional wrestling promotion in Japan.

PlayStation the Best November 1996

8.0

Shin Nippon Pro Wrestling: Toukon Retsuden 2

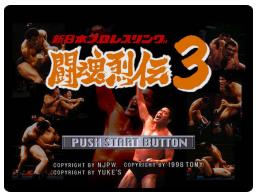
Developer Yuke's
Publisher Tomy
Release date (jp) December 20, 1996
Genre Sports
Players 1-4 Players

Although Shin Nihon Pro Wrestling - Toukon Retsuden 2 was altered when the American version was made, under the name of Power Move Pro Wrestling, the game still maintained its polygon graphics, large range of moves, and smooth game control. What the game lost in its American version, was the actual wrestlers. The American wrestlers got names such as Area 51, Da Judge, and King Og.

Limited Edition
March 1998

Shin Nippon Pro Wrestling: Toukon Retsuden 3

8.3



Developer Yuke's
Publisher Tomy
Release date (jp) March 26, 1998
Genre Sports
Players 1-4 Players

Shin Nihon Pro Wrestling - Toukon Retsuden 3 is the third and last sequel for the PlayStation. The game has all of the old favorite wrestlers, plus new wrestlers like Chris Benoit, Tiger Mask, and Antonio Inoki. Tag Team and Battle Royal modes have also been added. New moves, arenas, and new situation moves, like running tackles, are also added to the game.

Limited Edition
December 1996

Shin SD Sengokuden - Kidou Musha Taisen

9.3

Developer Lay-Up
Publisher Bandai
Release date (jp) December 20, 1996
Genre Tactical role-playing game
Players 1 Player

Shin SD Sengokuden - Kidou Musha Taisen is a tactical RPG with heavy japanese text. The game are based on the Shin SD Sengokuden Chou Kidou Daishougun, the seventh series in the Musha Gundam series.

Brave Charge Box
December 1998

Shin Sedai Robot Senki: Brave Saga

8.0

Developer Pandora Box Creative Office
Publisher Takara
Release date (jp) December 17, 1998
Genre Tactical role-playing game
Players 1 Player

The Brave series is a toy and animation franchise that began after toy company Takara had ended the animated "Generation One" storyline of Transformers in Japan. In this game, the only unit players can personally modify is Ban. If one go to the first floor of the VARS base, players can choose which of the three abilities they want to increase (Attack, Hitting and Defense).

6.5

Shinseiki Evangelion: Eva to Yukai na Nakama Tachi

Developer	TamTam
Publisher	Gainax
Release date	(jp) July 23, 1998
Genre	Board game
Players	1 Player

Shin Seiki Evangelion - Eva to Yukai na Nakamatachi is a mahjong game featuring 17 characters from three animes: Evangelion, Nadia and Gunbuster.

Game modes include: Story mode, where players advance through the game playing mahjong games. And Free play mode.

7.5

Shin Super Robot Taisen

PlayStation the Best
August 1998

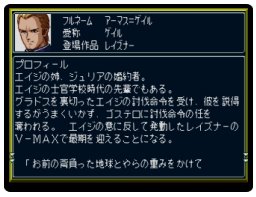
Developer	Winkysoft
Publisher	Banpresto
Release date	(jp) December 20, 1996
Genre	Tactical role-playing game
Players	1 Player

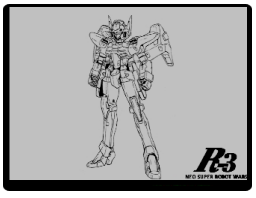
Super Robot Wars is a series of tactical role-playing video games produced by Banpresto. The main feature of the franchise is having a story that crosses over several popular mecha anime, manga and video games, allowing characters and mecha from different titles to team up or battle one another.

Shin Super Robot Wars features the debut of the “Banpresto Original” SRX storyline.

5.0

Shin Super Robot Taisen Special Disk





Developer	Winkysoft
Publisher	Banpresto
Release date	(jp) March 28, 1997
Genre	Other
Players	1 Player

Shin Super Robot Wars Special Disc, made for the fans of the main game, features bonus maps, data, pictures of the game characters and music from the main game.

PSOne Books
March 2002

Shin Theme Park

8.5

Developer Tose Software
Publisher Electronic Arts Victor
Release date (jp) April 11, 1997
Genre Strategy
Players 1 Player

When Theme Park was released for PlayStation, the game was first released in Europe and North America with an upgrade version of the PC version. When the game was released in Japan by Tose Software, the game got some changes from the first release. Changes include 26 audio tracks instead of 21. The first park that is the Japanese one instead of the United Kingdom park. New graphic designs for menus, characters and rides. And Weather and season changes.

Shingata Kururin Pa!

Developer Sky Think System
Publisher Sky Think System
Release date (jp) July 26, 1996
Genre Puzzle
Players 1-2 Players

Shingata - Kururin Pa!, sequel to Kururin Pa!, is a 2D puzzle game with ten different characters and two game modes: Story mode, one play against all the computer characters. In this mode the player can choose the computer difficulty level, from beginner to maniac. VS mode, where one play against another player or the computer in a one-on-one battle. And Practive mode, where one practice the game.

Shinsei Toire no Kakosan

7.6

Developer MBA International
Publisher Success
Release date (jp) November 25, 1999
Genre Adventure
Players 1 Player

Shinsei Toire no Kakosan is a budget title released in the Superlite 1500 series. The game is a horror adventure game based on urban legends and ghost stories starring three Japanese students. The game feature four chapters, multiple endings, and voice acting for the characters.

4.6

Shinseiki GPX Cyber Formula: Aratanaru Chousensha

Developer Aspect
Publisher VAP
Release date (jp) March 19, 1999
Genre Adventure
Players 1 Player

Shinseiki GPX Cyber Formula - Aratanaru Chousensha, based on Future GPX Cyber Formula, a 37-episode anime series by Sunrise, is an adventure game where the player make different choices to advance in the game. The game also feature racing, though, the gameplay are the same, where players choose different choices.

Reprint
August 2003

8.5

Shinseiden Megaseed: Fukkatsu Hen

Developer Japan Media Programming
Publisher Banpresto
Release date (jp) July 31, 1997
Genre Tactical role-playing game
Players 1 Player

The story start with small meteorites that fall to earth, making some people gain the abbility to mutate using the megaseed. The main character, Yuuki, take it upon himself to defeat a organization called Gene. As the story progress, different characters will join him on his quest.

The game feature 14 missions and battles to clear.

8.1

Shinsetsu Samurai Spirits Bushido Retsuden

Developer SNK
Publisher SNK
Release date (jp) June 27, 1997
Genre Role-playing game
Players 1 Player

Shinsetsu Samurai Spirits Bushido Retsuden, also known as Samurai Shodown RPG, is a role-playing game originally released for the SNK's Neo Geo CD system.

The basic setup of the game is very similar to most console RPGs, such as Final Fantasy. The characters roam an overworld, enter towns and dungeons, and get into battles.

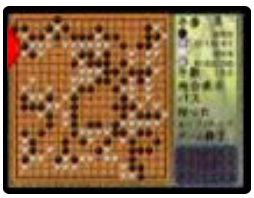
PlayStation the Best
July 1998

Best Price
July 2000

Shinshuku Taisen: It's a Noni!

Developer Nony Project
Publisher TMF
Release date (jp) November 20, 1997
Genre Puzzle
Players 1-2 Players

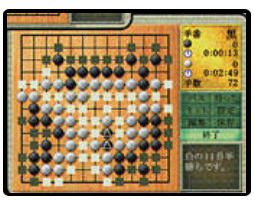
Shinshuku Taisen It's a Nonii! is a puzzle game that features four differents playable characters to choose from. The gameplay is combining three pieces of the same colour in horizontal, vertical or in diagonal to make them dissapear and make attacks on the opponent.



Shinzui Go Sennin

Developer J-Wing
Publisher J-Wing
Release date (jp) February 4, 1999
Genre Board game
Players 1-2 Players

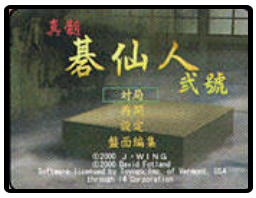
Taikyoku Igo: Shinzui Go Sennin is a go game featuring the usual different gameplay and game modes, including a 2 player mode and different difficulty levels.

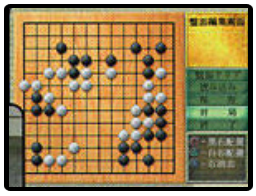


Shinzui Go Sennin 2

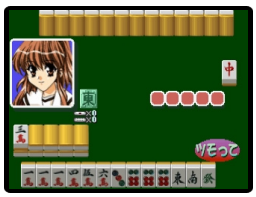
Developer J-Wing
Publisher J-Wing
Release date (jp) March 23, 2000
Genre Board game
Players 1-2 Players

Shinzui Go Sennin 2 is a sequel and another go game. Featuring more of the gameplay on the board game go along with the usual game modes.





Shiritsu Houou Gakuen: 1-toshi Junai Kumi



Developer J-Wing
Publisher J-Wing
Release date (jp) January 25, 2001
Genre Board game
Players 1 Player

Shiritsu Houou Gakuen 1-Nen Junai-Gumi is a Mahjong game that feature different game modes, including a vs mode, a free play mode, and the story mode, where the player takes the role of a young boy that go to a private academy. There he meet different girls, and during conversations with them, they will play mahjong with him.

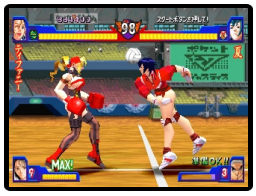
Shiritsu Houou Gakuen: 2-toshi Junai Kumi

Developer J-Wing
Publisher J-Wing
Release date (jp) April 26, 2001
Genre Board game
Players 1 Player

Shiritsu Houou Gakuen 2-Toshi Junai-Kumi feature much of the prequels gameplay and game modes. The story this time, also revolves around a boy on a private academy that plays mahjong with the different female students.

8.4

Shiritsu Justice Gakuen Nekketsu Seisyun Nikki 2



Developer Capcom Production Studio 1
Publisher Capcom
Release date (jp) June 24, 1999
Genre Fighting
Players 1-8 Players

Shiritsu Justice Gakuen: Nekketsu Seisyun Nikki 2 is a PlayStation-exclusive update to the original Rival Schools. The game featured two additional characters, Ran of Taiyo High School and Nagare of Gorin High School, as well a new version of the Nekketsu Seisyun Nikki school sim mode, which feature additional mini games and further plot developments over the original Japanese version of Shiritsu Justice Gakuen.

CapKore
February 2001

Cyclone Best
July 2001

Shisenfu Gekikara Mahjong

5.0

Developer Four Winds
Publisher C-Lab
Release date (jp) October 15, 1998
Genre Board game
Players 1 Player

Shisenfu Gekikara Mahjong is a mahjong game that features 13 different characters, two different game modes, along with a quiz mode about mahjong rules and pieces.

Shisha no Yobu Tachi

Developer Pandora Box Creative Office
Publisher Pandora Box Creative Office
Release date (jp) January 20, 2000
Genre Adventure
Players 1 Player

Shisha no Yobu Yakata Pandora Max Series vol2 is a first person horror adventure game that features Japanese voice acting.

The game tells the story of the owner of a mansion who offer three days and two nights tour. Six tour participants head into the villa, but along the way, they take a shortcut that leads them to the forest. And then, the horror begins.

Shockwave: Operation Jumpgate

Developer Crystal Dynamics, Inc., Advanced Technology Group
Publisher Electronic Arts Victor
Release date (jp) October 18, 1996
Genre Shooter
Players 1 Player

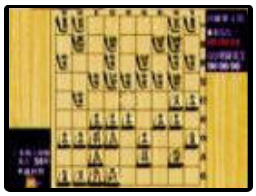
This add-on to Shock Wave takes players to places in the solar system like Mars, the moons of Jupiter and Saturn and the asteroid belt in 5 new missions that feature new enemies. The story is again told through live-action cutscenes.

Shogi Joryuu Meijin Kuraisen

Developer	Random House
Publisher	Seta Corporation
Release date	(jp) December 8, 1995
Genre	Board game
Players	1-2 Players

Shogi Joryuu Meijin Kurai Ikusa is a shogi game featuring 21 female opponents to play against. Chess player Naoko Hayashiba gives commentary and tutorial comments on tactics in the game.

Shogi Saikyou 2



Magical 1500
December 2000

Developer	Magical Company
Publisher	Magical Company
Release date	(jp) March 19, 1998
Genre	Board game
Players	1 Player

Shogi Saikyou 2 is another shogi game featuring the usual gameplay and game modes.

Shogi Saikyou: Pro ni Manabu

Magical 1500
February 2001

Developer	Magical Company
Publisher	Magical Company
Release date	(jp) April 28, 1999
Genre	Board game
Players	1 Player

Shogi Saikyou Pro Nimanabu is a shogi game featuring grinning businessmen. The game stars three famous shogi players that teach the player about tactics and gameplay.

Shoryu Sangokuengi

Developer Ron
Publisher Imageneer
Release date (jp) February 23, 1996
Genre Strategy
Players 1 Player

Shoryu Sangokuengi is a strategy game based on the Three Kingdoms period where the player can decide on army, suplies, etc.

Shovel Master Ninarou! KENKI Ippatsu!

8.9

Developer DDL
Publisher FAB Communications
Release date (jp) August 3, 2000
Genre Strategy
Players 1-2 Players

Shovel Master Ninarou! Kenki Ippatsu! is a strategy game where the player operate a hydraulic excavator through different mini games and missions. The game feature a tutorial, along with master mode and free mode.

Shura no Mon

6.0

Developer Japan Vistec
Publisher Kodansha
Release date (jp) April 2, 1998
Genre Fighting
Players 1-2 Players

The game is a fighting game based on Shura no Mon, a Japanese manga series written and illustrated by Masatoshi Kawahara.

The game feature three game modes: Arcade mode, VS Human, and VS Computer. In the three modes, the player can select any of the eight differents characters.

9.0

Shutokou Battle Gaiden: Super Technic Challenge

Developer Mitsui & Co
Publisher Media Quest
Release date (jp) December 20, 1996
Genre Racing
Players 1 Player

Shutokou Battle Gaiden - Super Technic Challenge, part of the Shutoko Battle series, features a story mode in which the player takes the role of a driver that wants to become the new drift king. Starting from the botton, he will have to win races against other drivers to earn more money, and using the money to improve his car.

7.6

Shutokou Battle R

Developer Genki
Publisher Genki
Release date (jp) April 25, 1997
Genre Racing
Players 1 Player

Shutokou Battle R is the third game in the series for the PlayStation. The game features three game modes: Scenario, where players defeat the opponents to advance in the game. Practice, where players practice their driving. And Link Mode, where players compete againts another player using the link cable.

PlayStation the Best
June 1998

Shuukan Gallop: Breed Master

Developer Pony Canyon
Publisher Pony Canyon
Release date (jp) November 25, 1999
Genre Simulation
Players 1 Player

Shuukan Gallop - Blood Master is a breeding game. Players can select at the beginning between having one or three horses on their ranch, and have to mix it with other horses to get stallions they can train and race with.

The second CD is a gallery of the magazine Weekly Gallop.

Side by Side
Special 2000
November 1999

Side by Side Special

8.3

Developer Taito
Publisher Taito
Release date (jp) December 4, 1997
Genre Racing
Players 1 Player

Side by Side Special is a racing game based on the popular Asian sport touge, where Japanese racers run through narrow mountain passes. A port of a popular arcade game of the same name, it features a selection of Japanese cars, mountain passes and their tracks. As usual in this type of game, extra cars and tracks can be unlocked by winning races.

"mobygames.com"

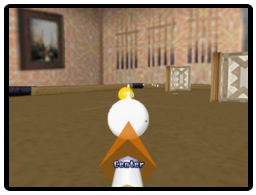
Side Pocket 3

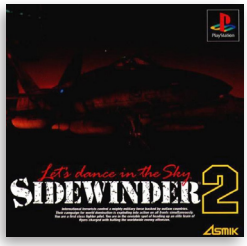
7.5

Developer Prosoft
Publisher Data East
Release date (jp) April 16, 1998
Genre Sports
Players 1-4 Players

Side Pocket 3 is a Japan-exclusive pocket billiards game. Like its' predecessor, Side Pocket 2, it features the in-game likeness of a real-life professional pool player. In this case it's JPBA member, Kyoko Sone.

Unlike the prior installments in the Side Pocket series, Side Pocket 3 renders the pool room environment with 3D polygons. In spite of this, the table can still be viewed in a traditional, top-down fashion.





PlayStation the Best
April 1999

Sidewinder 2

7.0

Developer Pegasus Japan
Publisher Asmik Ace Entertainment
Release date (jp) December 18, 1997
Genre Shooter
Players 1 Player

Sidewinder 2 tells the story of a conspiracy that threaten the world peace. In order to restore world order, Sidewinder is sent out.

The game features fictional and real combat planes like: A-10A Thunderbolt II, F-4E Phantom II, F-5E Tiger II, F-14D, F-15E Strike Eagle, F-16C and F/A-18E.

Silent Möbius - Case: Titanic

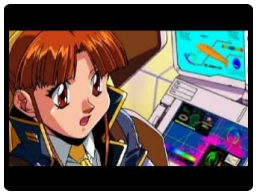
7.0

Developer	Gainax
Publisher	Gainax
Release date	(jp) October 8, 1998
Genre	Adventure
Players	1 Player

Case: Titanic is based on the manga and anime Silent Möbius. It presents an original episode that involves the sighting of a strange ship in the clouds above Tokyo. Closer inspection reveals that the ship appears to be identical to the famous RMS Titanic that sank in the Atlantic Ocean in 1912. The game's nameless male protagonist boards the ship along with Rally, Kiddy, Nami and other heroines from the manga in order to investigate this seemingly inexplicable phenomenon.

Silent Möbius: Genei no Datenshi

6.5

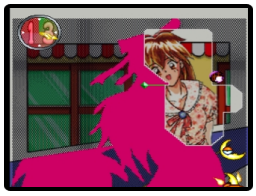


Developer	TechnoSoft
Publisher	Bandai Visual
Release date	(jp) December 23, 1998
Genre	Adventure
Players	1 Player

Silent Möbius: Genei no Datenshi is another adventure game based on the anime. The gameplay is classic graphic adventure where the player use a pointer to select the actions. There are three different character to use, each of them with different abilities. Fighting is set in a RPG gameplay.

Silhouette * Stories

8.0



Developer	Kaneko
Publisher	Kaneko
Release date	(jp) September 27, 1996
Genre	Puzzle
Players	1-2 Players

Silhouette Stories is a spinoff of Kaneko's Gals Panic series, removing the nudity but adding light visual novel elements. The player chooses one of 12 locations, where they find one of the possible female matches. Depending on the player's choices in the dialogues, and their performance in the stages, each girl's story will branch in different ways. However, the player must reach all possible endings with a girl, including the bad ones, before their true "happy end" will be unlocked.

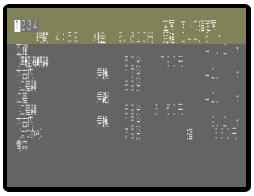
ASCII
Casual Collection
October 2000

Silver Jiken

7.3

Developer Grasshopper Manufacture
Publisher ASCII Entertainment
Release date (jp) October 5, 1999
Genre Visual novel
Players 1 Player

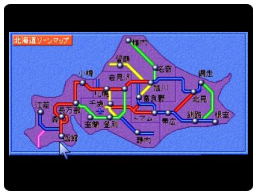
The Silver Case is a Suda 51 adventure game. As the game was directed by Goichi Suda, his distinctive world-view, characters with vivid personalities, and unconventional and unexpected storylines give the game an attractively surreal aspect. Takashi Miyamoto's character designs and 2D illustrations add to this surreal mood, by giving mostly realistic figures and places the look of a slightly artificial, plastic finish.



Simple 1500 Jitsuyou Series Vol. 01: Norikae Annai ~2000 Edition~

Developer Jorudan
Publisher D3 Publisher
Release date (jp) September 14, 2000
Genre Other
Players 1 Player

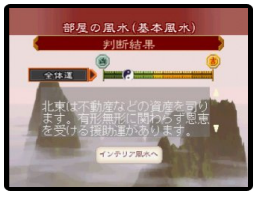
Simple 1500 Jitsuyou Series Vol. 01: Norikae Annai -2000 Edition- is a complete guide that help the user to select the proper train line to arrive at every place in Japan in the shortest time, featuring all the Japanese lines and trains stations for the year 2000. It was helpful for planning travels around the country and rural areas.



Simple 1500 Jitsuyou Series Vol. 02: Katei no Fuusui

Developer Game Stage
Publisher D3 Publisher
Release date (jp) July 27, 2000
Genre Other
Players 1 Player

Simple 1500 Jitsuyou Series - Vol.02 - Katei No Feng Shui is a Feng Shui simulator. The game requires the player to rearrange the furniture in their house to achieve the best possible karma.



7.0

Simple 1500 Jitsuyou Series Vol. 03: Seimei Handan

Developer	Game Stage
Publisher	D3 Publisher
Release date	(jp) July 27, 2000
Genre	Other
Players	1 Player

Simple 1500 Jitsuyou Series Vol. 03 - Seimei Handan is the third game in the practical 1500 series by D3 Publisher. This time the game let users know the possible fortune that a friend, job mate, family members will have by entering their name and providing other information that the game will ask them about.

Simple 1500 Jitsuyou Series Vol. 04: Ryouri

Developer	Nekogumi
Publisher	D3 Publisher
Release date	(jp) July 27, 2000
Genre	Edutatinment
Players	1 Player

Simple 1500 Jitsuyou Series Vol. 04 - Ryouri let the user learn to cook, showing 30 recipes and featuring Dr. Hattori as the supervisor and the Japanese cooking TV Show, “Smap x Smap”.

Simple 1500 Jitsuyou Series Vol. 05: Kusuri no Jiten - Pill Book 2001 Edition

Developer	Jorudan
Publisher	D3 Publisher
Release date	(jp) January 18, 2001
Genre	Edutatinment
Players	1 Player

Simple 1500 Jitsuyou Series Vol.05 - Kusuri no Jiten - Pill Book 2001 Edition let the user check in the game complete database on information about more than 10000 medical medicines that are avaliable in 2001 Pill Book catalog. This way, the user will know the possible side effect that some medicines or pills may have.

Simple 1500 Jitsuyou Series Vol. 07: Rakushiku Manabu Unten Menkyo

Developer Vingt et un Systems
Publisher D3 Publisher
Release date (jp) May 2, 2001
Genre Edutatinment, Trivia
Players 1 Player

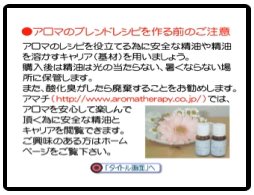
Simple 1500 Jitsuyou Series Vol.07 - Tanoshiku Manabu Unten Menkyo is a driving license educational game. The game is divided in two parts: Quiz mode, where players answer different questions. And a driving situations, where players press the proper button or D-Pad when shown on screen.

Simple 1500 Jitsuyou Series Vol. 08: 1-Jikan de Wakaru Kabushiki Toushi

5.8

Developer Jorudan
Publisher D3 Publisher
Release date (jp) July 26, 2001
Genre Edutatinment, Trivia
Players 1 Player

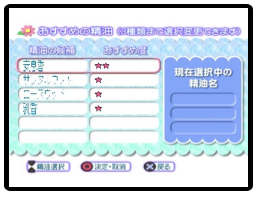
Simple 1500 Jitsuyou Series Vol.08 - 1-Jikan de Wakaru Kabushiki Toushi!! let the user to learn about trading and business. The game let the user know how to check stocks, calculate trades and a beginners guide. The game also features a quiz mode to let the player knows if he has learned the lessons.



Simple 1500 Jitsuyou Series Vol. 09: Watashi Style no Aroma Therapy

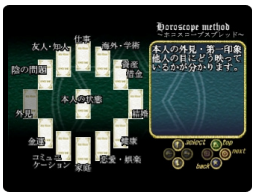
Developer Amachi, Infinity
Publisher D3 Publisher
Release date (jp) July 26, 2001
Genre Edutatinment, Trivia
Players 1 Player

Simple 1500 Jitsuyou Series Vol.09 - Watashi Style no Aromatherapy features a complete glossary of aromatherapy. Players answer questions that let them known what aroma is the best for them.



2.2

Simple 1500 Jitsuyou Series Vol. 10: Tarot Uranai



Developer	Vingt et un Systems
Publisher	D3 Publisher
Release date	(jp) October 25, 2001
Genre	Simulation, Trivia
Players	1 Player

Simple 1500 Jitsuyou Series Vol.10 - Tarot Uranai let the user learn about Tarot. It features a complete database about Tarot. Users can also know his today's tarot, about love, work, home, friendship, health, etc., or give them their fortune.

6.5

Simple 1500 Jitsuyou Series Vol. 11: Katei de Dekiru Tsubo Shiatsu

Developer	Ask
Publisher	D3 Publisher
Release date	(jp) December 13, 2001
Genre	Edutatinment
Players	1 Player

Simple 1500 Jitsuyou Series Vol.11 - Katei de Dekiru Tsubo Shiatsu let the user to check a complete shiatsu encyclopedia with descriptions and images.

6.4

Simple 1500 Jitsuyou Series Vol. 12: Katei no Igaku

Developer	Ask
Publisher	D3 Publisher
Release date	(jp) December 13, 2001
Genre	Edutatinment
Players	1 Player

Simple 1500 Jitsuyou Series Vol.12 - Katei no Ikagu - Shindan Jiten let the user ask a virtual doctor different questions and learn about diseases and prevention methods. The game feature a complete medical encyclopedia.

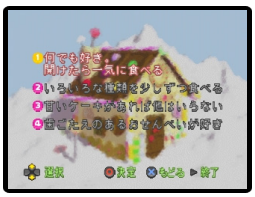
Simple 1500 Jitsuyou Series Vol. 13 February 2002

Simple 1500 Jitsuyou Series Vol. 13: Shinri Game - Soreike x Kokoroji

Developer Access
Publisher Polygram
Release date (jp) November 8, 1996
Genre Trivia
Players 1-2 Players

Soreike X Kokoroji let the user to know the compatibiliy that he got with a friend, job mates, family members by answering different questions.

The game is playable in a one player mode, or a 2 player mode in which each player will answer the questions, and the game will provide the compatibility results at the end.

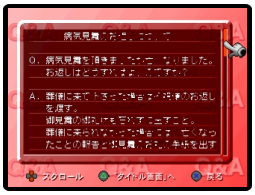


Simple 1500 Jitsuyou Series Vol. 14: Kurashi no Manner

6.2

Developer Sol
Publisher D3 Publisher
Release date (jp) February 14, 2002
Genre Edutatinment, Trivia
Players 1 Player

Simple 1500 Jitsuyou Series Vol.14 - Kurashi no Manners - Kankonsousai Hen let the user to know the proper etiquette manners for special events like weddings or funerals, etc. The game also features a quiz mode to let players knows if they learned the lessons.



Simple 1500 Jitsuyou Series Vol. 15: Inu no Kaikata

Developer Billiken Soft
Publisher D3 Publisher
Release date (jp) February 18, 2002
Genre Edutatinment, Trivia
Players 1 Player

Simple 1500 Jitsuyou Series Vol.15 - Inu no Kaikata let the user learn about different dogs breeds, with lot of information in a complete database, featuring movies and photographs on different breeds. The game also features a quiz mode.

Simple 1500 Jitsuyou Series Vol. 16: Neko no Kaikata

Developer Billiken Soft
Publisher D3 Publisher
Release date (jp) April 18, 2002
Genre Edutatinment, Trivia
Players 1 Player

Simple 1500 Jitsuyou Series Vol.15 - Neko no Kaikata let the user learn about different cats breeds, with lot of information in a complete database, featuring movies and photographs of the different breeds. The game also features a quiz mode.

Simple 1500 Jitsuyou Series Vol. 17: Planetarium

Developer Highwaystar
Publisher D3 Publisher
Release date (jp) April 18, 2002
Genre Edutatinment, Trivia
Players 1-2 Players

Simple 1500 Jitsuyou Series Vol.17 - Planetarium let the user have an interactive planetarium with information about the Universe, the planets, constellations, etc. The game features also a quiz mode.

Simple 1500 Series Hello Kitty Vol. 01: Hello Kitty Bowling

Developer Tamsoft
Publisher D3 Publisher
Release date (jp) August 30, 2001
Genre Sports
Players 1-4 Players

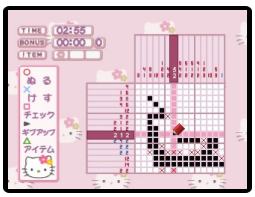
Hello Kitty Bowling is a bowling game featuring the feline Sanrio mascot. It can be played either as normal 10-pin bowling, or in a Quest Mode which follows a story and has different pin setups for the different stages. It can be played alone or with up to three other people against each other.

Simple 1500 Series Hello Kitty Vol. 02: Hello Kitty Illust Puzzle

Developer Tamsoft
Publisher D3 Publisher
Release date (jp) August 30, 2001
Genre Puzzle
Players 1 Player

Hello Kitty Illust Puzzle is a nonogram puzzle game. The player has to reveal a hidden picture by figuring out what squares to fill in and which to leave blank, using number clues on the sides of the picture grid.

There are a total of 45 puzzles spread across three difficulties for the player to solve.



Simple 1500 Series Hello Kitty Vol. 03: Hello Kitty Block Kuzushi

Developer Tamsoft
Publisher D3 Publishing
Release date (jp) October 25, 2001
Genre Breakout
Players 1 Player

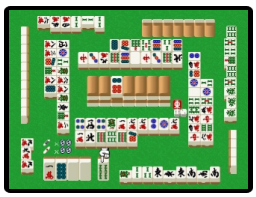
• Simple 1500 Series Hello Kitty vol.3 Hello Kitty Block Kuzushi is a classic breakout game in the style of the game Arkanoid. The player controls hello kitty and has to destroy all the bricks in each level to advance to the next one. There are special bricks like in Arkanoid, that allow the player to use speciall attack on the ball, like the slow effect, the fast attack, etc.

Simple 1500 Series Hello Kitty Vol. 04: Trump

Developer D3 Publisher
Publisher D3 Publisher
Release date (jp) October 25, 2001
Genre Cards
Players 1 Player

The fourth game in the Simple 1500 series Hello Kitty is a collection of different bridge (trump) games in which the player can play against the computer or another human player.

Simple 1500 Series Vol. 1: The Mahjong



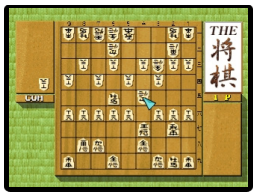
Developer Success
Publisher Culture Publishers
Release date (jp) October 22, 1998
Genre Board game
Players 1 Player

This is a video game version of the ancient game of Mahjong for the PlayStation. The player can go up against up to three computer opponents. It is a budget title released only in Japan, and was the first release in the Simple 1500 Series.

Reprint
November 1999

7.2

Simple 1500 Series Vol. 2: The Shogi

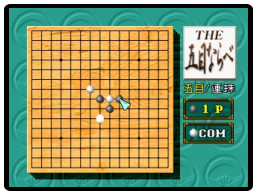


Developer Success
Publisher Culture Publishers
Release date (jp) October 22, 1998
Genre Board game
Players 1 Player

Simple 1500 Series vol.002 - The Shogi is a shogi game supervised by the president of the Computer Shogi Association. The game features three difficulty levels and a 2 players vs mode.

Reprint
November 1999

Simple 1500 Series Vol. 3: The GoMoku Narabe



Developer Success
Publisher Culture Publishers
Release date (jp) October 22, 1998
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.003 - The Gomoku Narabe is a igo game that features three different boards and backgrounds, and a 2 players vs mode.

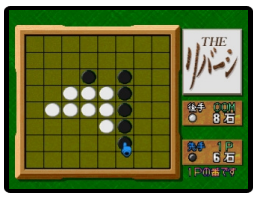
Reprint
November 1999

Reprint
November 1999

Simple 1500 Series Vol. 4: The Reversi

Developer Success
Publisher Culture Publishers
Release date (jp) October 22, 1998
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.004 - Reversi is a reversi game that features three different boards and backgrounds, and a 2 players vs. mode.



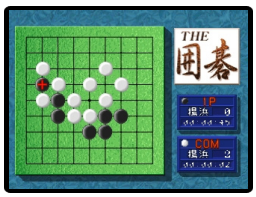
Reprint
November 1999

Simple 1500 Series Vol. 5: The Igo

7.0

Developer Success
Publisher Culture Publishers
Release date (jp) November 19, 1998
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.005 - The Igo is a igo game that features three different boards and backgrounds, and a 2 players vs. mode.



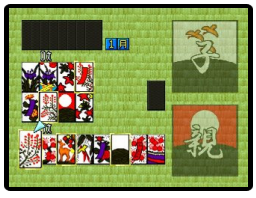
Reprint
November 1999

Simple 1500 Series Vol. 6: The Hanafuda

8.0

Developer Success
Publisher Culture Publishers
Release date (jp) November 19, 1998
Genre Cards
Players 1 Player

Simple 1500 Series vol.006 - The Hanafuda is a hanafuda game that features three different boards and backgrounds.



Simple 1500 Series Vol. 7: The Card

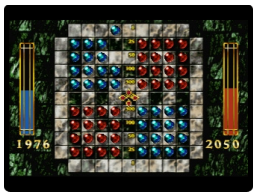
Developer Success
Publisher Culture Publishers
Release date (jp) November 19, 1998
Genre Cards
Players 1 Player

Simple 1500 Series vol.007 - The Card is a collection of card games, like Poker, Blackjack, etc., that features three different boards and backgrounds.

Reprint
November 1999

8.0

Simple 1500 Series Vol. 8: The Solitaire



Developer F2 Company
Publisher Culture Publishers
Release date (jp) November 19, 1998
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.008 - The Solitaire is a peg solitaire game that features different Peg Solitaires boards and a 2 players vs mode.

Reprint
November 1999

Simple 1500 Series Vol. 9: The Chess

Developer Success
Publisher Culture Publishers
Release date (jp) April 22, 1999
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.009 - The Chess is a chess game that features a single mode, a 2 players vs. mode and a tutorial explaining the rules of chess.

Reprint
November 1999

Reprint
November 1999

Simple 1500 Series Vol. 11: The Pinball

Developer Nekogumi
Publisher Culture Publishers
Release date (jp) July 22, 1999
Genre Pinball
Players 1 Player

The Pinball is a budget pinball game featuring two different themed tables, one with a war theme and the other with an aviation theme. Both the tables each fit in one screen, with the score table to the right.

Players can set the amount of balls and the ball speed in the options menu.

Reprint
November 1999

Simple 1500 Series Vol. 12: The Quiz

Developer Nekogumi
Publisher Culture Publishers
Release date (jp) August 12, 1999
Genre Trivia
Players 1-2 Players

Simple 1500 Series vol.012 - The Quiz is a quiz game that features more than 15000 different questions on different subjects. The game also features a 2 player mode.

Reprint
November 1999

Simple 1500 Series Vol. 15: The Pachinko

Developer Craftman
Publisher D3 Publisher
Release date (jp) October 7, 1999
Genre Casino
Players 1 Player

Simple 1500 Series vol.015 The Pachinko features the three pachinko machines; ”CR lovey-dovey Project 2”, “CR Robot Star”, and “Safinairando”.

Simple 1500 Series Vol. 16: The Pachi-Slot

Developer D3 Publisher
Publisher D3 Publisher
Release date (jp) November 19, 1999
Genre Casino
Players 1 Player

Simple 1500 Series vol.016 The Pachi-Slot features the four different slot machines; “Nyuparusa”, “CR 3 Kinkakuzi”, “X HOURS BATTLE”.

7.0

Simple 1500 Series Vol. 17: The Bike Race

Developer Boom
Publisher NCS
Release date (jp) September 30, 1999
Genre Racing
Players 1-2 Players

Simple 1500 Vol.017 - The Bike Race is a supercross racing game where players can compete in a series mode or a single race mode. Differents bikes to buy after they earn money winning races, and five differents characters to choose from.

Reprint
November 1999

Simple 1500 Series Vol. 19: The Sugoroku

Developer Amedio
Publisher D3 Publisher
Release date (jp) November 18, 1999
Genre Board game
Players 1-4 Players

Simple 1500 Series vol.019 The Suguroku is a board game featuring different boards that can be played by up to 4 players at the same time.

Reprint
June 2001

Simple 1500 Series Vol. 21: The Yakyuu

Developer E's
Publisher D3 Publisher
Release date (jp) October 5, 2000
Genre Simulation
Players 1-2 Players

Simple 1500 Series Vol.021 - The Yakyuu - Pro Yakyuu Jitsumei-ban is a baseball simulation game featuring players detailed data. The player can design the team tactics, trade players, etc. The game also features a 2 players vs. mode using a save of a team in the main game.

Simple 1500 Series Vol. 22: The Pro Wrestling

4.0

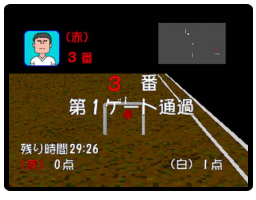
Developer Yuke's
Publisher D3 Publisher
Release date (jp) December 9, 1999
Genre Sports
Players 1-2 Players

Simple 1500 Series Vol.022 - The Pro Wrestling is a wrestling game that features 20 different characters and different game modes, including a 2 player vs. mode.

Simple 1500 Series Vol. 23: The Gateball

Developer Amedio
Publisher D3 Publisher
Release date (jp) December 9, 1999
Genre Sports
Players 1-2 Players

Simple 1500 Series Vol.023 - The Gateball is a golf croquet game featuring different teams and a tutorial explaining the rules of the game.



Simple 1500 Series Vol. 24: The Gun Shooting

Developer	Nekogumi
Publisher	D3 Publisher
Release date	(jp) December 9, 1999
Genre	Light-gun
Players	1-2 Players

Simple 1500 Series Vol.024 - The Gun Shooting is a gun game set in the African continent in a near future. The player, or players, are members of an organization with the mission of saving the continent from an alien army.

The game is divided in different stages, including plains, rivers, mountains, etc., each with a level boss.

Simple 1500 Series Vol. 25: The Keiba

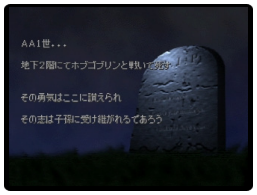
Developer	Nekogumi
Publisher	D3 Publisher
Release date	(jp) March 30, 2000
Genre	Racing
Players	1-2 Players

Simple 1500 Series Vol.025 - The Keiba is a horse racing game where the player can compete in differents tracks. The gameplay revolves around pressing the X Button, with carefully trying keep the stamina of the horse in check.

The game features a 2 player mode where two players can compete in the same race.

7.5

Simple 1500 Series Vol. 28: The Dungeon RPG



Developer	Mint, Plophet
Publisher	D3 Publisher
Release date	(jp) April 27, 2000
Genre	Action
Players	1 Player

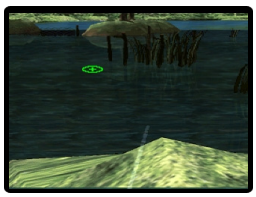
In Simple 1500 Series vol.028 The Dungeon RPG, the player controls a warrior that explore a labirynth and defeat all the monsters that come his way. The game features more than 50 weapons and protective gears, and the player can use a variety of items. There are a lot of different monsters and a level boss battle to pass to the next level.

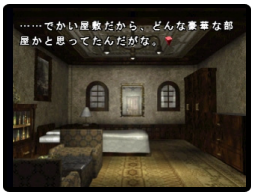
Simple 1500 Series Vol. 29: The Tsuri

Developer Access
Publisher D3 Publisher
Release date (jp) July 13, 2000
Genre Sports
Players 1 Player

Simple 1500 Series vol.029 - The Tsuri is a first person perspective fishing game, featuring five different main fishing spots, like rivers, ponds, etc.

The game uses a close-up fish perspective to show the fight of the fish with the fisherman.





Simple 1500 Series Vol. 31: The Sound Novel

Developer Axes Art Amuse
Publisher D3 Publisher
Release date (jp) July 13, 2000
Genre Sound novel
Players 1 Player

Simple 1500 Series Vol.031 - The Sound Novel is a first person adventure game where the player starts the game driving with his girl on a lonely highway. Soon they arrive at a old mansion.

The gameplay is has classic sound novel gameplay where the game tells the story and in some places, players can decide which way they wants to continue.

Simple 1500 Series Vol. 33: The Takkyuu

Developer Amedio
Publisher D3 Publisher
Release date (jp) August 3, 2000
Genre Sports
Players 1-2 Players

The Takkyū is part of the Simple 1500 Series and allows players to play a friendly match of ping-pong. The game features three modes: Story mode, where opponents are fought in order; Free mode, where any opponent defeated in Story mode can be played against; and VS mode, where two players choose a character and a stage and go one-on-one.

Simple 1500 Series Vol. 34: The Quiz Bangumi

Developer	Athena
Publisher	D3 Publisher
Release date	(jp) August 3, 2000
Genre	Trivia
Players	1-4 Players

Simple 1500 Series vol.034 - The Quiz Bangumi is a quiz game that features four different themes and 12 different characters for the player to choose from. The game features more than 6000 different questions and can be player with up to 4 players at the same time using the multitap device.

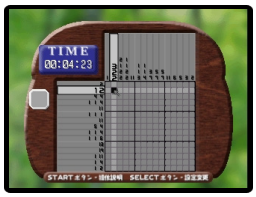
7.0

Simple 1500 Series Vol. 36: The Renai Simulation

Developer	HuneX
Publisher	D3 Publisher
Release date	(jp) April 28, 2000
Genre	Dating sim
Players	1 Player

Simple 1500 Series VOL.036 - Renai Simulation, The: Natsu Iro Celebration is a classic adventure dating sim. The game begins at the beginning of august when Kimi, a young student, receive a call from her father telling her to return home in 21 days. So she decide to enjoy her last days having fun with her friend. They will go around town and meet different people.

Simple 1500 Series Vol. 37: The Illust Puzzle & Slide Puzzle



Developer	Earthly Production
Publisher	D3 Publisher
Release date	(jp) September 14, 2000
Genre	Puzzle
Players	1-2 Players

The 37th game in the simple series have a big collection of illustration and slide puzzles for the player to choose and solve. Up to 2 players can play at the same time. There are more than 500 illustration puzzles and more than 100 slide puzzles.

Simple 1500 Series Vol. 38: The Real Racing: Toyota

Developer D3 Publisher
Publisher D3 Publisher
Release date (jp) September 14, 2000
Genre Racing
Players 1-2 Players

Simple 1500 Series vol.038 - The Real Racing - Toyota is a racing game that features different Toyota car models that can be driven on different Japanese circuits and on different times of the day (noon, evening, night, etc.) and in different weather conditions (sunny, cloudy, rain or misty).

Simple 1500 Series Vol. 39: The Mahjong 2

Developer Warashi
Publisher D3 Publisher
Release date (jp) October 26, 2000
Genre Board game, Trivia
Players 1 Player

Simple 1500 Series vol.039 - The Mahjong 2 is a four players mahjong game in which the player can compete against three computer opponents. The game also features a quiz mode and a tutorial.

Simple 1500 Series Vol. 40: The Shogi 2

Developer Warashi
Publisher D3 Publisher
Release date (jp) October 26, 2000
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.040 - The Shogi 2 is a shogi game with different difficulty levels and a tutorial.

Simple 1500 Series Vol. 41: The Reversi 2

Developer Yuki Enterprise
Publisher D3 Publisher
Release date (jp) October 26, 2000
Genre Board game
Players 1-2 Players

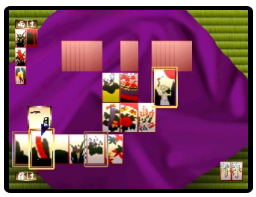
Simple 1500 Series vol.041 - Reversi 2 is a reversi game that features a character creation mode in which the player can customize his character appearence (hair, eyes, face, etc.) and then compete against different computer opponents in a sort of story mode. The game also has a free mode.

Simple 1500 Series Vol. 42: The Igo 2

Developer Yuki Enterprise
Publisher D3 Publisher
Release date (jp) October 26, 2000
Genre Board game
Players 1-2 Players

Simple 1500 Series vol.042 - The Igo 2 is the second igo game in the Simple 1500 series and features a character creation mode in which the player can customize his character appearence and then compete against different computer opponents in a sort of story mode. The game also has a free mode.

8.0



Simple 1500 Series Vol. 43: The Hanafuda 2

Developer Yuki Enterprise
Publisher D3 Publisher
Release date (jp) October 26, 2000
Genre Cards
Players 1 Player

Simple 1500 Series vol.043 - The Hanafuda 2 is the second hanafuda game in the Simple 1500 series and features a character creation mode in which the player can customize his character appearence and then compete against different computer opponents in a sort of story mode. The game also has a free mode.

Simple 1500 Series Vol. 46: The Mahjong Ochi Chige - Raku Jong

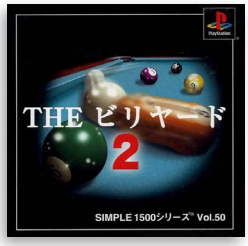
Developer Enterbrain
Publisher D3 Publisher
Release date (jp) November 16, 2000
Genre Puzzle
Players 1-2 Players

Raku Jongg is a puzzle game that combines falling-block mechanics of Tetris with the rules of Mahjong, based on a winning entry in ASCII's 1998 Entertainment Software Contest. Mahjong tiles drop in pairs from the top of the screen, and lining up three of the same type in a row will cause them to be removed from the board.

Simple 1500 Series Vol. 49: The Casino

Developer Break
Publisher D3 Publisher
Release date (jp) December 7, 2000
Genre Casino
Players 1-2 Players

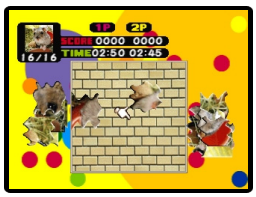
Simple 1500 Series vol.049 - The Casino is a gambling game with some adventure elements. The game has a story mode in which the player is a man that arrives at a town and lose all his money. He finds a coin of 50 and decide to play in the casino to earn enough money to leave the town. At the Casino, he can play gambling games like Roulette, Card Slot, Card games, Horse racing bet, Tetris, etc.



Simple 1500 Series Vol. 50: The Billiard 2

Developer Argent
Publisher D3 Publisher
Release date (jp) December 7, 2000
Genre Sports
Players 1-2 Players

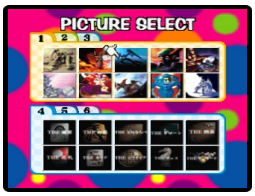
Simple 1500 Series vol.050 - The Billiards 2 is the sequel, or an updated version, to The Billiards. The game features a new opponent CPU that makes the game more difficult, there are also different game modes like Nine Ball, Eight Ball, Rotation, etc.



Simple 1500 Series Vol. 51: The Jigsaw Puzzle

Developer Amusement & Multimedia Studio
Publisher D3 Publisher
Release date (jp) December 7, 2000
Genre Puzzle
Players 1-4 Players

Simple 1500 Series vol.051 - The Jigsaw Puzzle features more than 200 different jigsaw puzzles. The player can choose the difficulty level and there are different subjects and styles.

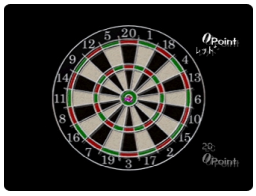


6.4

Simple 1500 Series Vol. 52: The Pro Wrestling 2

Developer Yuke's
Publisher D3 Publisher
Release date (jp) December 14, 2000
Genre Sports
Players 1-2 Players

Simple 1500 Series Vol.052 - The Wrestler World 2 is the second wrestling game in the simple 1500 game series, featuring 20 different characters, different game modes and a character editor in which the player can create a new wrestler, defining the body, face, and stats.

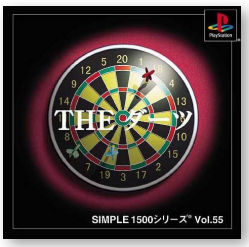


Simple 1500 Series Vol. 55: The Darts

Developer Amedio, D's Garage 21
Publisher D3 Publisher
Release date (jp) January 25, 2001
Genre Sports
Players 1-4 Players

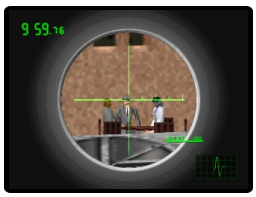
Simple 1500 Series Vol.055 - The Darts features a complete 3D simulation of the darts sport, with game modes like 301, 501, cricket, etc. The game uses the analog stick for a more realistic simulation.

In the story mode, the player takes the role of a superhero that defeat evil people using darts as his only weapon.



Simple 1500 Series Vol. 56: The Sniper

2.7



Developer Sol
Publisher D3 Publisher
Release date (jp) March 22, 2001
Genre First-person shooter
Players 1 Player

Simple 1500 Series Vol.056 - The Sniper puts the player in the role of a hired sniper assassin called Harry C. Spencer. In each mission the player can select the time of day (morning or noon), and the point of where he wants to try to make the shot. During the game, Gloria Shilverberg will try to stop Harry.

Simple 1500 Series Vol. 57: The Meiro

8.3

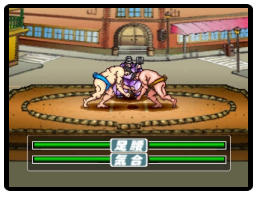
Developer Mint, Plophet
Publisher D3 Publisher
Release date (jp) March 22, 2001
Genre Action
Players 1-2 Players

The Maze is a 3D game similar to the classic Spy vs Spy series. Players are inside a 3D virtual maze and have to compete against another player or the computer to find the treasures, objects and keys before the opponent does.

The game feature four different characters to choose from, each with different stats.

Simple 1500 Series Vol. 58: The Sumo

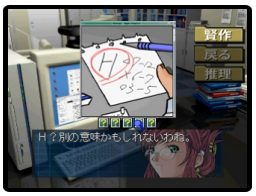
5.0



Developer Multimedia Intelligence Transfer
Publisher D3 Publisher
Release date (jp) April 26, 2001
Genre Sports
Players 1-2 Players

Simple 1500 Series Vol.057 - The Sumo is a sumo simulation with two game modes: Tournament Mode, players compete to win the tournament. And Free Mode, players choose a character and try to win a match.

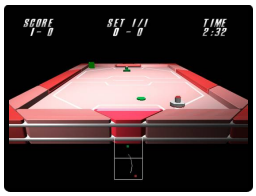
Simple 1500 Series Vol. 59: The Suiri - IT Tantei: 18 no Jikenbo

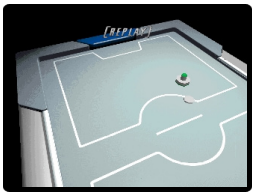


Developer Tomcat System
Publisher D3 Publisher
Release date (jp) April 26, 2001
Genre Adventure
Players 1 Player

The player controls a young girl detective that has to solve 18 cases. To solve them, she will have to inspect all the case places in search of clues. After finding all the clues she will have to make a theory and solve it.

Simple 1500 Series Vol. 60: The Table Hockey



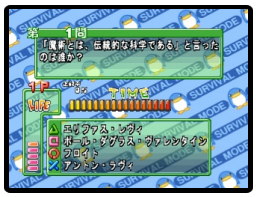


Developer Break
Publisher D3 Publisher
Release date (jp) April 26, 2001
Genre Sports
Players 1-4 Players

Simple 1500 Series vol.060 - The Table Hockey features up to 4 human players to play at the same time using the multitap.

The game has three different game modes: Normal Mode, Item Mode, and Arrange Mode.

Simple 1500 Series Vol. 61: The Quiz 2



Developer DoParts
Publisher D3 Publisher
Release date (jp) May 2, 2001
Genre Trivia
Players 1-2 Players

Simple 1500 Series vol.061 - The Quiz 2 is the second quiz game in the Simple 1500 series and also features more than 15000 different questions on different subjects. The game also has a 2 player mode.

Simple 1500 Series Vol. 62: The Ski

Developer Atelier Double
Publisher D3 Publisher
Release date (jp) May 31, 2001
Genre Sports
Players 1-2 Players

Simple 1500 Series vol.062 - The Ski is a Ski game that use the same graphic engine as The Snowboarding. The game features three characters and three game modes: Race Mode, players compete against themself or 1 or 2 computer opponents and try to win the race. Trick Mode, players try to do the best trick score. And Mix Mode, a mix between race and trick mode.

Simple 1500 Series Vol. 63: The Gun Shooting 2

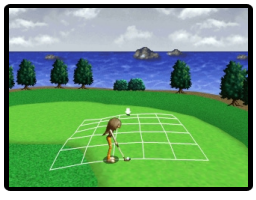
Developer Amusement & Multimedia Studio
Publisher D3 Publisher
Release date (jp) May 31, 2001
Genre Light-gun
Players 1-2 Players

Simple 1500 Series Vol.063 - The Gun Shooting 2 is a gun game that features three game modes: Story Mode, can be played by 1 or 2 players at the same time, and features 30 stages. Score Attack Mode, beat the score to win. Unlockable playing the story mode. And Party Mode, up to 4 players can compete for the bigger score.

Simple 1500 Series Vol. 65: The Golf

Developer Highwaystar
Publisher D3 Publisher
Release date (jp) July 7, 2001
Genre Sports
Players 1-4 Player

Simple 1500 Series vol.065 - The Golf is a third person perspective golf game that features four different character for the player to choose. There is only one tournament and also a ranking. The player can practice all the holes in the free mode and then compete againts the computer characters in the tournament.



Simple 1500 Series Vol. 66: The Kaiten - Mawasun Da!!

Developer Taito
Publisher D3 Publisher
Release date (jp) July 5, 2001
Genre Mini-games
Players 1-2 Players

Simple 1500 Series vol.066 - The Kaiten - Mawasun Da!! is a collection of mini games. The game feature two main game modes: Competition: one play five different mini games and try to win as much points as one can. And Free play mode, practice all the different mini games.

Simple 1500 Series Vol. 70: The War Simulation - Nin no Tsukurishisha-tachi

Developer Sol
Publisher D3 Publisher
Release date (jp) August 30, 2001
Genre Tactical role-playing game
Players 1 Player

Simple 1500 Series vol.070 - The War Simulation - Nin no Tsukurishisha-tachi is a Tactical RPG in which the player takes control of Ken, a member of the Rebellion Army, and his mecha robot. Ken is trying to defeat a dictator government.

Simple 1500 Series Vol. 71: The Renai Simulation 2

Developer HuneX
Publisher D3 Publisher
Release date (jp) August 30, 2001
Genre Dating sim
Players 1 Player

The player takes the role of the 19 years old student Yahagi Shiyunpei, that has failed to enter university and start working as an assistant professor in a private school. He has the mission of trying to help five girls pass the exams.

Simple 1500 Series Vol. 72: The Beach Volley

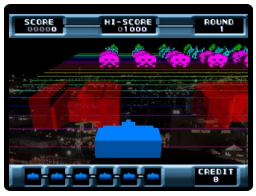
7.1

Developer Break
Publisher D3 Publisher
Release date (jp) August 30, 2001
Genre Sports
Players 1-4 Players

Simple 1500 Series Vol.072 - The Beach Volley is a beach volley game that features up to 4 players to play at the same time. The game features the game modes: Exhibition, Tournament, League, and Training.

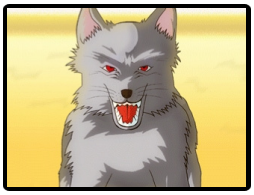
Simple 1500 Series Vol. 73: The Invaders ~Space Invaders 1500~

7.0

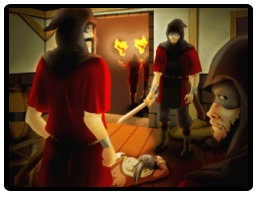


Developer Taito
Publisher D3 Publisher
Release date (jp) September 27, 2001
Genre Shooter
Players 1-2 Players

The Invaders: Space Invaders 1500 consists of all content from Space Invaders 2000 but adds one extra game mode: Space Invaders 3D. Space Invaders 3D is as a three dimensional remake, but of Space Invaders: Part II and not the original Space Invaders. It features wireframe-style graphics and a perspective similar to Space Invaders: Virtual Collection.



Simple 1500 Series Vol. 74: The Horror Mystery



Developer Game Stage
Publisher D3 Publisher
Release date (jp) September 27, 2001
Genre Visual novel
Players 1 Player

Simple 1500 Series vol.074 The Horror Mystery The Sangeki Yakata Cabin Hakushaku no Fukkatsu is an adventure game that tell the story of a character that arrives at a small town. There he meet different kind of people, but soon he discover that the town got hidden secrets. Some of them are deadly dangerous.

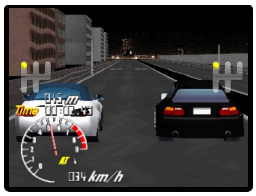
Simple 1500 Series Vol. 77: The Suiei

Developer Highwaystar
Publisher D3 Publisher
Release date (jp) October 25, 2001
Genre Sports
Players 1-4 Players

Simple 1500 Series vol.077 - The Suiei is a swimming simulation game that features the classic four swimming styles Freestyle swimming, Breaststroke, Backstroke, and Butterfly stroke. The gameplay controls is using the gamepad analog sticks. Up to four players to compete at the same time.

Game Modes include: Story Mode, Free Mode, Vs. Mode, and Tutorial.

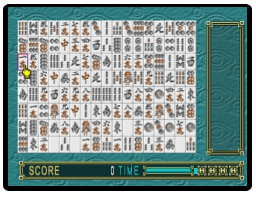
Simple 1500 Series Vol. 78: The Zero Yon



Developer Quintet
Publisher D3 Publisher
Release date (jp) October 25, 2001
Genre Racing
Players 1-2 Players

Simple 1500 Series vol.078 - The Zero Yon is a street racing game in which the player takes the role of a driver who wants to become the king of street racing. To do that, he will have to compete against other drivers in town, and win the different races to get the best score. The player can also buy new parts to improve his car, like tires, engine, etc.

Simple 1500 Series Vol. 79: The Shisenshou



Developer Warashi
Publisher D3 Publisher
Release date (jp) December 20, 2001
Genre Puzzle
Players 1 Player

Simple 1500 Series Vol.079 - The Shisenshou is a puzzle game similar to the Shanghai series, where the player have to find two pieces of the same shape and colour alone to join them and make them dissappear. To advance to the next stage, the player has to clear the pieces in each stage before the time ends.

Simple 1500 Series Vol. 81: The Renai Adventure - Okaeri!

Developer	HuneX
Publisher	D3 Publisher
Release date	(jp) December 20, 2001
Genre	Dating sim
Players	1 Player

Simple 1500 Series Vol.081 - The Renai Adventure - Okaeri! is a dating adventure game, also released for the Sega Dreamcast. The game features Japanese voice acting for all the characters and an unlockable picture gallery that will be unlocked playing through the adventure.

Simple 1500 Series Vol. 82: The Sensuikan

Developer	Tomcat System
Publisher	D3 Publisher
Release date	(jp) December 20, 2001
Genre	Simulation
Players	1 Player

Simple 1500 Series Vol.082 - The Sensuikan is a radio control submarine simulator that features a story mode where the player takes the role of a young kid that buys a new radio control submarine. He will have to pass several stages against other users to gain more money that will allow him to improve his submarine, or buy new ones in the town shop.

Simple 1500 Series Vol. 84: The Intro Quiz

Developer	AMS
Publisher	D3 Publisher
Release date	(jp) January 31, 2002
Genre	Trivia
Players	1-4 Players

Simple 1500 Series vol.084 - The Intro Quiz is the third quiz game in the Simple 1500 series and features more than 1000 different questions of different musical subjects. The game also features a 4 player mode.

Simple 1500 Series Vol. 85: The Sengoku Bushou ~Tenka Touitsu no Yabou~

Developer Siesta
Publisher D3 Publisher
Release date (jp) January 31, 2002
Genre Strategy
Players 1 Player

Simple 1500 Series vol.085 - The Sengoku Bushou - Tenka Touitsu no Yabou is a strategy game that takes place in the Warring States period. The player can choose between three possible characters and three different time periords to start conquer.

Simple 1500 Series Vol. 86: The Onigokko

Developer Sol, Bestmedia
Publisher D3 Publisher
Release date (jp) February 28, 2002
Genre Action
Players 1-4 Players

Simple 1500 Series Vol.086 - The Onigokko is based on the child game, tag, and features up to 4 players at the same time, and ten different characters to play as.

Simple 1500 Series Vol. 87: The Kyoutei

Developer Highwaystar
Publisher D3 Publisher
Release date (jp) February 28, 2002
Genre Racing
Players 1-2 Players

Simple 1500 Series Vol.087 - The Kyoutei features the game modes; tournament, free race and 2 players vs., two main playable character to choose from at the beginning of the game, where more are unlockables, and seven different courses to compete in.

Simple 1500 Series Vol. 88: The Gal Mahjong

8.0

Developer HuneX
Publisher D3 Publisher
Release date (jp) March 28, 2002
Genre Board game
Players 1 Player

Simple 1500 Series vol.088 - The Gal Mahjong - Love Songs - Idol wa High Rate is a mahjong game in which the player takes the role of a high school student that try to win the heart of one of the eight girls featured in the game. To win the girls heart, he have to beat them in mahjong games.

Simple 1500 Series Vol. 91: The Gambler ~Honoo no Tobaku Densetsu~

Developer Tomcat System
Publisher D3 Publisher
Release date (jp) March 28, 2002
Genre Casino
Players 1 Player

Simple 1500 series vol.091 - The Gambler - Honoo no Tobaku Densetsu is a gambling game in which the player takes the role of a young gambler that enters a casino where he wants to win money, playing against other gamblers in different dice games.

Simple 1500 Series Vol. 92: The Tozan RPG ~Ginrei no Hasha~

Developer HuneX
Publisher D3 Publisher
Release date (jp) March 28, 2002
Genre Role-playing game
Players 1 Player

Simple 1500 series vol.092 The Tozan RPG is a classic RPG in which the player controls a group of adventurers that climb a mountain and defeat the monsters that come in their way.

The game features more than 100 different attack units and special attacks, like the nurse units that cure the soldiers, the snow vehicles that attack enemies, the sherpa units, etc.

9.0

Simple 1500 Series Vol. 94: The Cameraman - Gekisha Boy Omakefu

Developer Tomcat System, Irem Software Engineering
Publisher D3 Publisher
Release date (jp) May 23, 2002
Genre Platformer
Players 1-2 Players

The Cameraman is a port of the TurboGrafx-16 game Gekisha Boy in which one play the part as a camera man who is out to snap some high paying photos to please the contractor. The difference between this game and the original is an added 2 player mode, otherwise they are identical.

Simple 1500 Series Vol. 96: The Yakyuu 2

Developer Access
Publisher D3 Publisher
Release date (jp) July 25, 2002
Genre Simulation
Players 1-2 Players

Simple 1500 Series Vol.096 - The Yakyuu 2 is another baseball simulation game featuring detailed players data. The player can design the team tactics, trade players, etc. The game also features a 2 players vs. mode using a save of a team in the main game. The new features over the first Yakyuu game is that the graphic engine that have been slightly improved, with new stats and data.

Simple 1500 Series Vol. 98: The Futsal

Developer Axes Art Amuse
Publisher D3 Publisher
Release date (jp) September 5, 2002
Genre Sports
Players 1-2 Players

Simple 1500 Series Vol.098 - The Futsal is a futsal game, a variant of soccer played on a smaller pitch, in which the player can select between eight different teams to compete and try to beat them. The game features also a 2 players vs. mode.

Game modes include; Friendly match, World Cup, Tournament, Penalty Kick, and Training.

Simple 1500 Series Vol. 99: The Kendo - Ken no Hanamichi

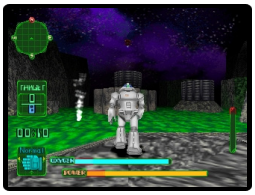
Developer Amedio
Publisher D3 Publisher
Release date (jp) August 29, 2002
Genre Sports
Players 1-2 Players

The Kendo is, like the title suggests, a kendo game in which players have the usual assortment of fighting game options (training mode, story mode, vs mode).

The gameplay is similar to any 1-on-1 fighting game, except that this one is devoid of any over the top special moves or crazy character. One clean hit is all it takes to win.

Simple 1500 Series Vol. 100: The Uchuuhikoushi

9.5



Developer Amedio
Publisher D3 Publisher
Release date (jp) August 29, 2002
Genre Action
Players 1 Player

Simple 1500 Series vol.100 - The Astronaut is a 3D action game set in the future in which the player controls an astronaut that have to complete several missions through the game, in space stations, or on dangerous planets.

Simple 1500 Series Vol. 101: The Sentou

7.0

Developer Max Entertaiment
Publisher D3 Publisher
Release date (jp) January 30, 2003
Genre Simulation
Players 1 Player

In Simple 1500 series vol.101 the Sentou, the player takes the role of a young boy in charge of a bathhouse. Every week the player choose what duties the boy will do; cleaning the baths, rest, repair the cealing, put more fire to the kettle, etc. Depending on the jobs, the boys stats will increase or decrease.

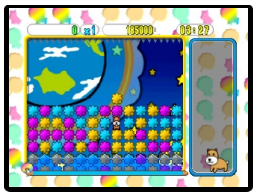
Simple Characters 2000 Series Vol. 01: Kidou Senshi Gundam: The Gunjin Shogi

Developer	Amedio
Publisher	Bandai
Release date	(jp) October 25, 2001
Genre	Board game, Tactical role-playing game
Players	1-2 Players

Simple Characters 2000 Series Vol.01 - Kidou Senshi Gundam - The Gunjin Shougi combines characters from the different Gundam series with the shogi chess game.

Game Modes include: Story Mode, Vs. Mode, Edit Mode, and Manual.

7.5



Simple Characters 2000 Series Vol. 02: Afro Inu: The Puzzle

Developer	Axes Art Amuse
Publisher	Bandai
Release date	(jp) October 25, 2001
Genre	Puzzle
Players	1-2 Players

Afro Ken: The Puzzle is a puzzle game where players control a dog who has to align afros by color and then stomp on them to make them disappear. Players have to be quick though, since the water level rises constantly and there are spikes in the ceiling. The only way to keep it down is to constantly make afros disappear. If they manage to get combos, the water goes down even more.

7.0

Simple Characters 2000 Series Vol. 03: Kamen Rider: The Bike Race

Developer	Highwaystar
Publisher	Bandai
Release date	(jp) October 25, 2001
Genre	Racing
Players	1-2 Players

Kamen Rider: The Bike Race is a bike racing game based on the iconic Japanese TV shows with the same name.

The game plays like a normal racing game, where the player selects a rider and then races around tracks against various opponents. To spice up the racing a bit, the riders can pick up items, as well as kick oncoming opponents to make them crash.

Simple Characters 2000 Series Vol. 04: Jarin-Ko Chie: The Hanafuda

7.0

Developer Yuki Enterprise
Publisher Bandai
Release date (jp) November 29, 2001
Genre Cards
Players 1 Player

Jarinko Chie: The Hanafuda is, as the name suggests, a Hanafuda card game, featuring characters from the manga Jarinko Chie.

The game features a story mode, where Chie faces off against different opponents from the manga in a set order along with the game's story. There's also the option to pick a character to play as and to play against in a free play mode.

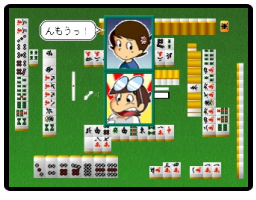
Simple Characters 2000 Series Vol. 05: Highschool Kimengumi: The Table Hockey

Developer Break
Publisher Bandai
Release date (jp) December 20, 2001
Genre Sports
Players 1-4 Players

High School! Kimengumi: The Table Hockey is a table hockey game based on the manga by Motoei Shinzawa of the same name.

The game is played from one end of the air hockey table and the player controls a paddle.

Simple Characters 2000 Series Vol. 06: Dokonjou Gaeru: The Mahjong

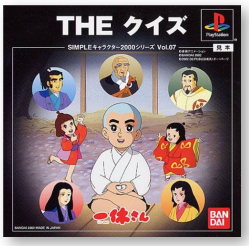


Developer Yuki Enterprise
Publisher Bandai
Release date (jp) January 24, 2002
Genre Board game
Players 1 Player

Dokonjō Gaeru: The Mahjong is a traditional Mahjong game based on the manga written by Yasumi Yoshizawa.

The game can be played either in a story mode or a free play versus mode. In the former, the game follows the titular character and his advice giving frog t-shirt through a series of matches with story events in between.

Simple Characters 2000 Series Vol. 07: Ikkyuu-san: The Quiz



Developer Bandai
Publisher Bandai
Release date (jp) March 28, 2002
Genre Trivia
Players 1-2 Players

Ikkyū-san: The Quiz is a quiz game based on the anime of the same name, revolving around the historical Zen Buddhist monk Ikkyū and his adventures as a child.

There is also a gallery where images can be viewed. These are unlocked as the player progresses through the game.

"mobygames.com"

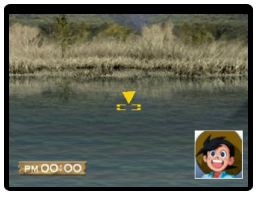
7.4

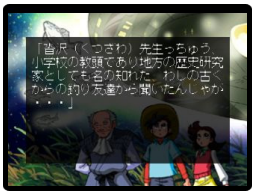
Simple Characters 2000 Series Vol. 08: Gatchaman: The Shooting

Developer Warashi
Publisher Bandai
Release date (jp) June 27, 2002
Genre Shooter
Players 1 Player

Gatchaman: The Shooting is a vertical shoot 'em up based on the Japanese manga/anime with the same name. Players select any of the four characters featured in the game and shoot their way through four action filled stages with increasing difficulty, either running, riding a vehicle, or flying. Along the way, players can collect power-ups for their weapons to increase their chances of survival.

Simple Characters 2000 Series Vol. 09: Tsuri Kichi Sanpei: The Tsuri





Developer Bandai
Publisher Bandai, D3 Publisher
Release date (jp) June 27, 2002
Genre Sports
Players 1 Player

Simple Characters 2000 Series vol.09 - Tsuri Kichi Sanpei - The Tsuri is a fishing game based on the anime of the same name. The gameplay is in first person and features different fishing spots.

To fish, the player cast the rod and wait until the lure move, then press Circle Button to start reel in the fish.

Simple Characters 2000 Series Vol. 10: Sakigake!! Otojo Juku - The Dodge Ball

6.0

Developer	Bandai
Publisher	Bandai, D3 Publisher
Release date	(jp) August 29, 2002
Genre	Sports
Players	1-2 Player

The game is a dodge ball game based on Akira Miyashita's popular manga Sakigake!! Otokojuku. It runs on the same engine as the previous Simple 1500 dodge ball game All-Star Slammin' D-Ball. Gameplay is similar to the classic Super Dodge Ball, with over-the-top animations and special moves.

Simple Characters 2000 Series Vol. 11: Meitantei Conan - The Board Game

5.0

Developer	Bandai
Publisher	Bandai, D3 Publisher
Release date	(jp) August 29, 2002
Genre	Board game
Players	1-4 Players

Simple Characters 2000 Series vol.11 - Meitantei Conan - The Board is a board game based on the manga, Detective Conan, in which the player can play as Shininchi Kudo, Genta Kojima, Ayumi Yoshida, Mitsushiko Tsuburaya or Ai Haibara. The game features also a 4 human players vs mode.

Simple Characters 2000 Series Vol. 12: Kidou Butouden G Gundam: The Battle

7.0

Developer	Natsume
Publisher	Bandai, D3 Publisher
Release date	(jp) October 10, 2002
Genre	Fighting
Players	1-2 Players

Simple Characters 2000 Series vol.12 - Kidou Butouden G Gundam is a 2D fighting game that features characters from the G Gundam series and the game modes: Street, VS. CPU, and VS. 2 Player.

7.6

Simple Characters 2000 Series Vol. 13: Kidou Senki Gundam W: The Battle

Developer Natsume
Publisher Bandai, D3 Publisher
Release date (jp) October 10, 2002
Genre Fighting
Players 1-2 Players

Simple Characters 2000 Series vol.13 - Kidou Senki Gundam W - The Battle is a another 2D fighting game that features characters from the G Gundam series and the game modes: Street, VS. CPU, VS. 2 Player.

7.0

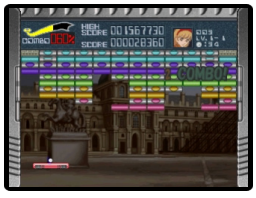
Simple Characters 2000 Series Vol. 14: Nantettantei Idol: The Jigsaw Puzzle

Developer Bandai
Publisher Bandai
Release date (jp) October 10, 2002
Genre Puzzle
Players 1-2 Players

Nante! Tantei Idol: The Jigsaw Puzzle is a jigsaw puzzle game featuring characters from the Manga written by Taku Kitazaki as well as images of Japanese swimsuit model Minato Yamabuki.

The game can be played in either an Endless Mode or a Time Attack mode. Regardless of which is chosen, the premise is that of assembling a picture which is first shown whole as a guide.

5.0



Simple Characters 2000 Series Vol. 15: Cyborg 009: The Block Kuzushi

Developer Access
Publisher Bandai, D3 Publisher
Release date (jp) October 10, 2002
Genre Breakout
Players 1 Player

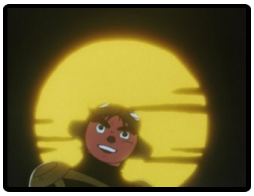
Simple Characters 2000 Series vol.15 - The Block Kuzushi is a breakout game featuring characters of the manga series, Cyborg 009 by Shotaro Ishinomori, an unlockable picture gallery and two game modes: Story mode, where players advance through the story passing the game stages. And survival mode, only one life to complete the stages.

Simple Characters 2000 Series Vol. 16: Ganba no Bouken: The Puzzle Action

Developer	Ooparts
Publisher	Bandai, D3 Publisher
Release date	(jp) April 3, 2003
Genre	Puzzle
Players	1-2 Players

Ganba no Bōken: The Puzzle Action is an arcade style action game similar to Capcom's classic coin-up game Pirate Ship Higemaru. The game is based on the 1975 anime TV series directed by Osamu Dezaki.

Aside from the story, the game also has a gallery where the player can view unlocked artwork.

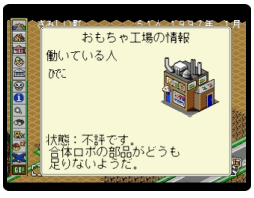


Simple Characters 2000 Series Vol. 17: Sentou Mecha Xabungle: The Racing Action

Developer	Bandai
Publisher	Bandai, D3 Publisher
Release date	(jp) April 3, 2003
Genre	Racing
Players	1 Player

Sentō Mecha Xabungle: The Race in Action is a side scrolling mecha racing game based on the 1982 TV anime series Combat Mecha Xabungle directed by Yoshiyuki Tomino.

The game is single player only and features two gameplay modes; Story and Free Play.



SimTown

8.7

Developer	Maxis
Publisher	Imageneer
Release date	(jp) May 16, 1997
Genre	Strategy
Players	1 Player

SimTown, originally released as a 1995 PC game by Maxis, is much like the best selling SimCity and Sims but on a smaller scale. SimTown allows the player to construct a town consisting of streets, houses, businesses and parks and then control the people in it. SimTown was one of the many 'Sim' spin-offs at the time, and was targeted more towards children.

Simulation Pro Yakyuu '99

Developer	Hect
Publisher	Hect
Release date	(jp) July 29, 1999
Genre	Manager
Players	1 Player

Simulation Pro Yakyuu '99 allows the player to be the coach of a professional baseball team. The game features stats and data of the 1999 season. The player can buy or sell players between teams and edit teams in the editor, decide the team strategy, the tactics during the match, etc. The game allows the player to view the match or only the results.

Simulation RPG Tsukuru

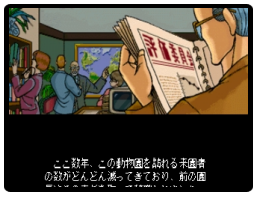
Developer	Pegasus Japan
Publisher	ASCII Entertainment
Release date	(jp) September 17, 1999
Genre	Constructing, Tactical role-playing game
Players	1 Player

Simulation RPG Tsukuru is, much akin to its brethren in the RPG Maker line of games, a construction kit and editor to make RPGs. In this case, it's "simulation" RPGs or, as they're more commonly known, tactical/strategy RPGs.

The construction kit gives the player a menu based interface where it's possible to change almost every detail of the game being made, down to the character sprites, and background music.

Enterbrain Collection
November 2001

Simulation Zoo



Developer	Alpha System
Publisher	Soft Bank
Release date	(jp) November 29, 1996
Genre	Strategy
Players	1 Player

Simulation Zoo: Sekaiichi no Doubutsuen o Tsukurou puts the player as the manager of a zoo. Players can build different cages, roads, shops and facilities. The game features cartoon graphics and different animals to choose from, with descriptions.

The player can use the gamepad or the mouse to build the different buildings or cages, designing the size, in a first person perspective isometric view.

Sister Princess

Limited Edition
March 2001

7.8

Developer	Media Works
Publisher	Media Works
Release date	(jp) March 8, 2001
Genre	Dating sim
Players	1 Player

The premise behind Sister Princess is that an ordinary young man, the player, is made to live with twelve lovable little sisters, each with their own distinct quirks and personalities. Both the "little sister" characters and the plot of "being forced to live with beautiful girls" are very common and popular in bishojo products. Sister Princess is remarkable for its intensely cute and saccharine atmosphere taking to an extreme, a tendency in Japanese culture.

Sister Princess: Pure Stories

6.5

Developer	Media Works
Publisher	Media Works
Release date	(jp) December 13, 2001
Genre	Dating sim, Puzzle
Players	1 Player

Sister Princess Pure Stories have a new adventure part that starts in December 22, and a mode in which each sister tells her story from Sister Princess, and the player can see the two endings. The game also have a CG gallery for each sister, music box player, a pair game with each sister and a jigsaw puzzle with each sister.

Sister Princess 2 Premium Fan Disc

Developer	Stack
Publisher	Media Works
Release date	(jp) November 13, 2003
Genre	Dating sim
Players	1 Player

Sister Princess 2 Premium Disk features the original Sister Princess 2 game and a bounty of material from the series spread out over two CDs.

The bonus material is split into an art gallery and a BGM sound selection, where players may view the twelve sisters in rendered artwork and listen to tunes, event jingles and other sounds from the game.

6.0

Sister Princess 2

Developer Stack
Publisher Media Works
Release date (jp) March 20, 2003
Genre Dating sim
Players 1 Player

For Sister Princess 2, the story begins on the final day of school before summer vacation. The player chooses a sister who he wants to start a close relationship with *(wtf?)*. Then, players spend all the their time with either one sister or all the sisters at the same time, as they spend their summer together. In a special ending, the sisters invite their brother to a summer party where they swear to be together forever *(õ_o)*.

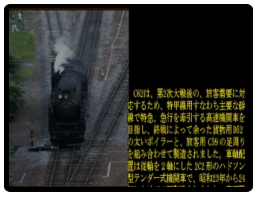
Limited Edition
March 2003

SL de Ikou

Developer Tomix Digital
Publisher Tomy Corporation
Release date (jp) December 17, 1998
Genre Simulation
Players 1-2 Players

SL de Ikou! is a steam locomitive simulation that let the player drive a steam train around different places in Japan. The game features four different difficulty levels and a 2 players mode, where the second player have to press button configuration to start the locomotive engine.

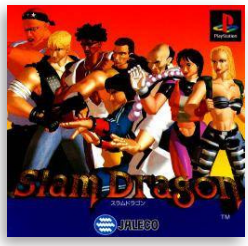
SL de Ikou! II



Developer Tomy Corporation
Publisher Tomy Corporation
Release date (jp) December 16, 1999
Genre Simulation
Players 1-2 Players

SL de Ikou! II, also known as Jouki Kikansha Unten Simulation - SL de Ikou! II, is another steam locomitive simulation that allows players to drive a steam train around different places in Japan. This sequel feature enhanced graphics and somewhat more realistic gameplay.

The game also features a database explaining the characteristics of the C62 machine.



Slam Dragon

6.0

Developer	Jaleco
Publisher	Jaleco
Release date	(jp) April 12, 1996
Genre	Fighting
Players	1-2 Players

Slam Dragon is akin to Virtua Fighter with 2D sprites. With one punch, one kick, and a guard button, players have various short attack strings and "special moves" that are flashier single attacks or longer attack chains.

The game features two game modes: Arcade Mode and Vs. Mode.

PSOne Books
February 2002

Slap Happy Rhythm Busters

7.5

Developer	Polygon Magic
Publisher	ASK
Release date	(jp) June 26, 2000
Genre	Fighting
Players	1-2 Players

Slap Happy Rhythm Busters is a 1-on-1 fighting game featuring a trendy Shibuya style and cel-shaded graphics reminiscent of Jet Set Radio. Despite the 3D graphics, it is strictly a 2D fighter. Certain specially moves, dubbed "Beat" moves, introduce a slight rhythm element: the player must hit certain buttons in time with the music to land attacks, and better timing will lead to more damage dealt.

"mobygames.com"

Slayers Royal

6.6

Developer	Onion Egg, JAM
Publisher	Kadokawa Shoten
Release date	(jp) June 25, 1998
Genre	Tactical role-playing game
Players	1 Player

Slayers Royal is a tactical role-playing game first released for the Sega Saturn, and later ported to the PlayStation. The game was the third video game adaptation on the Slayers franchise and the first that featured FMV cut scenes and voice actors from the anime versions.

Dave Halverson listed it among the untranslated Japanese games "that any Saturn user would have been proud to own."

5.0

Slayers Royal 2

Developer	Onion Egg, Tose Software
Publisher	Kadokawa Shoten
Release date	(jp) July 1, 1999
Genre	Tactical role-playing game
Players	1 Player

Only a few months after the events of Slayers Royal and already Lina, Gourry, and an even larger cast of characters will have to save the world yet again.

Slayers Royal 2 plays similarly to the first game, but with several tweaks. In combat the automatic turn system from the first game has been replaced with a more traditional one turn at a time, among several other changes.

"mobygames.com"

4.7

Slayers Wonderful

Developer	TamTam
Publisher	Banpresto
Release date	(jp) October 22, 1998
Genre	Role-playing game
Players	1 Player

Slayers Wonderful is a Japanese-style RPG in the model of Final Fantasy, and follows Lina, Gourry, and the rest of the familiar Slayers cast through their adventure. A key feature of the battle system is the "Feeling System", where the characters' relations and actions will influence their performance in battle. Illustrated dialogue scenes drive the story.

"mobygames.com"

Slime Shiyou

Developer	Tohoku Shinsha
Publisher	Tohoku Shinsha
Release date	(jp) October 4, 1996
Genre	Strategy
Players	1 Player

Slime Shiyo, or Siraimi Shiyou!, is a breeding simulation game, where the player has to breed a slime. Slimes are some sort of alien creatures that are born from an alien plant, and depending on the fusions, and the power used to breed them, they can evolutionate in different ways.

Slot! Pro: Ooeto Sakura Fubuki 2

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) November 22, 2000
Genre Casino
Players 1 Player

Slot! Pro - Ooeto Sakura Fubuki 2 features a simulation of the slot machine of the same name.

Slot! Pro 2: Bakuretsu Oozumou Kurenai & Murasaki

Developer Olympia
Publisher Nihon Telenet
Release date (jp) March 29, 2001
Genre Casino
Players 1 Player

Slot! Pro 2 - Bakuretsu Oozumou Kurenai & Murasaki features two slot machines and a story mode in which the player is a gambler that goes around town playing slot machines.

Slot! Pro 3: Juggler Special

Developer Kita Denshi
Publisher Nihon Telenet
Release date (jp) February 14, 2002
Genre Casino
Players 1 Player

Slot! Pro 3 - Juggler Special features three slot machines for the players to try to get a good combinations and break the records.

Slot! Pro 4: Tairyou Special

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) February 28, 2002
Genre Casino
Players 1 Player

Slot! Pro 4: Tairyou Special is the fourth in the Slot! Pro series that feature the usual gameplay and game modes.

Slot! Pro 5: Naniwa Sakura Fubuki & Shimauta

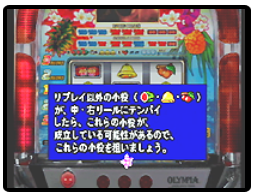
Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) June 13, 2002
Genre Casino
Players 1 Player

Slot! Pro 5th game feature the slot machine “snowstorm Sakura Naniwa” and “Shimauta,” along with the usual gameplay and game modes.

Slot! Pro 6: Hyper Juggler V

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) September 26, 2002
Genre Casino
Players 1 Player

Slot! Pro 6 is another slot machine simulator with all the usual features and gameplay.



Slot! Pro 7: Hana Densetsu

7.0

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) November 21, 2002
Genre	Casino
Players	1 Player

Slot! Pro 7: Hana Densetsu is the seventh slot machine game in the series and features the usual game modes and game play, including a practice mode.

Slot! Pro 8: Shimauta 30 & Hana Densetsu 25

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) June 19, 2003
Genre	Casino
Players	1 Player

Slot! PRO 8 Shimauta 30 & Hana Densetsu 25 features a simulation of the two slot machines; Hana Legend and Island Girl, with a zoom function.

Slotter Mania: Core Tokonatsu no Netsusa! Oasis

Developer	Dorart
Publisher	Dorart
Release date	(jp) November 8, 2001
Genre	Casino
Players	1 Player

Slotter Mania - Core Tokonatsu no Netsusa! Oasis is a slot machine simulator that features recreation of the Oasis slot machines with a zoom function.

Slotter Mania: Gekinetsu Okisuro! Siosai Special

Developer	Dorart
Publisher	Dorart
Release date	(jp) April 26, 2001
Genre	Casino
Players	1 Player

Slotter Mania - Siosai Special is a slot machine simulator that features recreations of the two different slot machines; Sea Roar and Hai Hai Siosai.

Slotter Mania 2

Developer	Dorart
Publisher	Dorart
Release date	(jp) January 17, 2001
Genre	Casino
Players	1 Player

Slotter Mania 2 is a slot machine simulator that features recreations of the three different slot machines; Hana Hana, Kingbary and Hai Hai Siosai.

Slotter Mania 3

Developer	Dorart
Publisher	Dorart
Release date	(jp) March 28, 2002
Genre	Casino
Players	1 Player

Slotter Mania 3 is a slot machine simulator that features recreations of the two different slot machines; Uminchu and Fireelement.

Slotter Mania 4

Developer Dorart
Publisher Dorart
Release date (jp) June 27, 2002
Genre Casino
Players 1 Player

Slotter Mania 4 is a slot machine simulator that features recreations of the three different slot machines, Siolar-30, King Castle and Helmet.

Slotter Mania 5

Developer Dorart
Publisher Dorart
Release date (jp) September 26, 2002
Genre Casino
Players 1 Player

Slotter Mania 5 is a slot machine simulator that features recreations of the three different slot machines; Hyper Juggler, Country G and Wonder Review.

Slotter Mania 6

Developer Dorart
Publisher Dorart
Release date (jp) October 24, 2002
Genre Casino
Players 1 Player

Slotter Mania 6 is a slot machine simulator that features perfect recreations of the three different slot machines; Blue Lagoon, and Emperor of the Sea, etc.

Slotter Mania 7

Developer	Dorart
Publisher	Dorart
Release date	(jp) December 19, 2002
Genre	Casino
Players	1 Player

Slotter Mania 7 is another slot machine simulator that features recreations of different slot machines and the usual gameplay and game modes.

Slotter Mania 8

Developer	Dorart
Publisher	Dorart
Release date	(jp) January 30, 2003
Genre	Casino
Players	1 Player

Slotter Mania 8 is another slot machine simulator that features recreations of different slot machines and the usual gameplay and game modes.

Slotter Mania 9

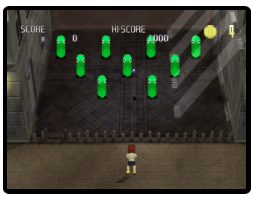
Developer	Dorart
Publisher	Dorart
Release date	(jp) March 13, 2003
Genre	Casino
Players	1 Player

Slotter Mania 9 is a slot machine simulator that features recreations of the two different slot machines; Haibi Thirty and Splash Seven.

Slotter Mania Gaiden

Developer Dorart
Publisher Dorart
Release date (jp) September 12, 2002
Genre Casino
Players 1 Player

Slotter Mania Gaiden is a gambling game that features three different slot machines and the game modes: Real game, Battle, Challenge, Training, and Sound library.



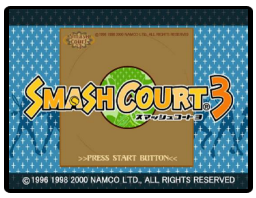
Smash Court 3

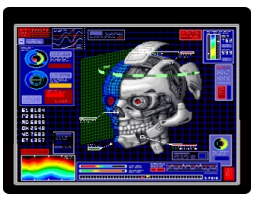
7.5

Developer Namco
Publisher Namco
Release date (jp) November 9, 2000
Genre Sports
Players 1-4 Players

Smash Court 3 is the third and last game in the series for the PlayStation, continuing on PS2 and PSP. The game was only released on Japan, where Smash Court 1 and 2 were released in Europe as Namco Tennis Smash Court and Anna Kournikova's Smash Court Tennis.

The game has 24 different characters, and the ability to choose from a left handed or right handed character.



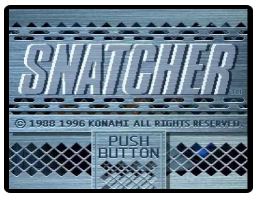


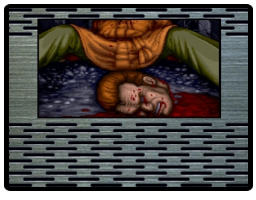
Snatcher

8.1

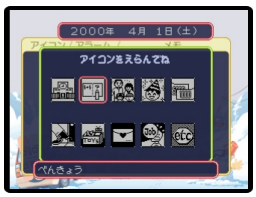
Developer KCET
Publisher Konami
Release date (jp) February 12, 1996
Genre Visual novel
Players 1 Player

Snatcher is a cyberpunk-themed graphic adventure game originally released in Japan for the NEC PC-8801 and MSX2 computer platforms in 1988. The PlayStation port is a remake with improved graphics and audio, added voice acting during key portions of the game, and other subtle changes. An English localization of Snatcher was produced for the Sega-CD (or Mega CD) in North America, Europe and Australia.





Sno Pokeler



Developer Atlus
Publisher Atlus
Release date (jp) April 20, 2000
Genre Other
Players 1 Player

Sno Pokeler let players accessorize their PocketStation (not included with the game) and create their own Pokeler with accompanying PlayStation software. The player can customize their PocketStation with different themes, characters faces, tones, etc.

7.4

Snobow Kids Plus

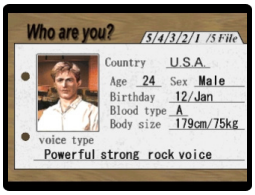
Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) January 21, 1999
Genre Sports
Players 1-2 Players

Snowboard Kids Plus is the third game in the Snowboard Kids series and the only one not released on the N64. It is also the only game in the series not to have been released outside of Japan. The game is mainly a revised version of the original Snowboard Kids. The story takes place a few days after the events of the first game, where Linda won the competition.

"mobygames.com"

8.0

Sold Out



Developer Shinko Music
Publisher Shinko Music
Release date (jp) June 20, 1997
Genre Simlation
Players 1 Player

In Sold Out the player takes the role of a music manager. Players first choose between a main voice character, from five different styles: rock, pop, soul, etc. Then cruise the city searching for other members for the band. Players can also promote the band gigs, buy new items for the band, rehearse the songs, talk to the members of the band, etc.

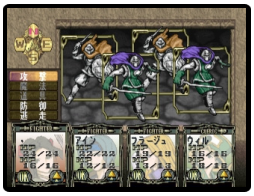
Koei Teiban Series
February 2002

Soldnerschild Special

8.5

Developer Koei
Publisher Koei
Release date (jp) March 19, 1998
Genre Strategy, Tactical role-playing game
Players 1 Player

Söldnerschild is a tactical RPG also released for the Sega Saturn. The games takes place in the Ligurian continent, an old continent in the western holy kingdom of the Lana Empire. After the sudden death of King Charles VIII, the peace situation changes since his one year-old child, Charles IX, becomes the new king. Unhappy parts of the aristocracy divide the kingdom in two, and the country begin an internal war.



Solid Link: Dungeon Side

Developer Hect
Publisher Hect
Release date (jp) November 16, 2000
Genre Role-playing game
Players 1 Player

Solid Link Dungeon Side is a classic first person RPG in which the hero, with eight different to choose from, arrives at the city of Grikodol. There, players can recruit three other members to join their party and explore the dungeon where evil creatures live.

During the battles, players gain money that they can use in town to buy items, improve weapons, or buy new ones, armours, etc.

"kimsufi.com"

Solid Link: Tower Side

Developer Hect
Publisher Hect
Release date (jp) November 16, 2000
Genre Role-playing game
Players 1 Player

Solid Link Tower Side is another part of the Solid Link series, released at the same time as Dungeon Side. The game is similiar in story and gameplay. Players once again arrives at the city of Grikodol, but goes explore in a tower instead of a dungeon.

7.7

Sonata

Developer T&E Soft
Publisher T&E Soft
Release date (jp) March 4, 1999
Genre Action-adventure, Role-playing game
Players 1 Player

Sonata is an action adventure/RPG. The game tells the story of the player characters girlfriend who mysteriously disappears. Looking for her, he get teleported into different worlds where he will meet eight girls. With the gifted magical power of the Blue Moon and the help of the eight girls, he have to unlock the mysterious disappearance of his girlfriend.

Sotsugyou Crossworld

Developer Hearty Robin
Publisher Hearty Robin
Release date (jp) June 26, 1996
Genre Dating sim
Players 1 Player

Sotsugyou Crossworld is the third game in the Sotsugyou graduation series for the PlayStation. The game is a first person adventure dating simulation that takes place in the Seika Joshi High School. The player takes the role of a young pilot that returns home after traveling around the World. There he meet different girls around the town. The gameplay revolves around going around town talking to different people and get a better relationship with the girls.

7.0

Sotsugyou II: Neo Generation

Developer Crosstalk
Publisher Riverhill Soft
Release date (jp) October 27, 1995
Genre Dating sim
Players 1 Player

Sotsugyou II - Neo Generation is a dating simulation, also released also for the 3DO, PC FX and Sega Saturn. The game is the second in the Sotsugyou game series. This time, the player takes the role of a youg teacher that got a new job in a prestigious private high school for girls and have to help the girls get their graduation. The player can choose what activities they will do during the week, and go with any of them to different events.

RiverHill Best
July 1999

Sotsugyou III: Wedding Bell

8.0

Developer Westone
Publisher Shogakukan Production
Release date (jp) April 2, 1998
Genre Dating sim
Players 1 Player

Sotsugyou III - Wedding Bell is the last chapter in the Graduation series for the PlayStation. The player character is a married teacher (to a former student). He hand out assignments to students, go on dates with his wife, manage schedules, etc.

The game features Japanese voice acting for the female characters.

Sotsugyou M: Male Graduation - Seitokai Naga no Kareinaru Inbou

Developer Westone
Publisher E3 Staff
Release date (jp) July 30, 1998
Genre Adventure, Simulation
Players 1 Player

Sotsugyo M, based on Sotsugyo, a hentai game first released for PC, focuses on five students attending the Seiryuu Private Senior High. Each with different personalities. They must learn to cooperate and help differnet people and unravel mysteries.

Limited Edition
March 1996

Sotsugyou R

Developer Headroom
Publisher Bandai Visual
Release date (jp) March 8, 1996
Genre Dating sim
Players 1 Player

Sotsugyou R - Graduation Real is a port of the PCFX game of the same name. The player takes the role of newly appointed teacher that arrives at a high school and will try to help five girls graduate. And maybe during the game, depending on the players choices, they will fall in love and marry him. Instead of the classic 2D cartoon graphics, the game is live action.

Sotsugyou Vacation

Developer	MyCom
Publisher	MyCom
Release date	(jp) October 16, 1997
Genre	Dating sim, Mini-games
Players	1 Player

Sotsugyou Vacation is an adventure and love simulation game in the Sotugyou -Graduation- series of games. The goal of the game is to find a treasure on a southern island, and become friends with the girls. The game features 10 different mini games and unlockable character artworks.

The first edition came with a 50 page Character Guide Book.

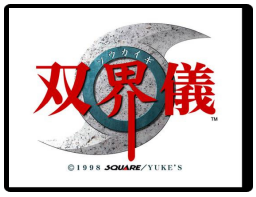
Sougaku Toshi Osaka

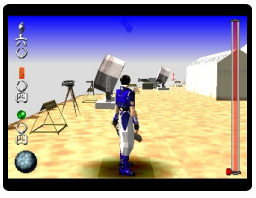
Developer	King Records
Publisher	King Records
Release date	(jp) March 11, 1999
Genre	Simulation
Players	1 Player

Sougaku Toshi Osaka is a simulation game set in the future. The player can choose a party of three member from six different characters. The characters can improve their stats doing different jobs and activities each week, meanwhille they go to different places of Osaka and talk with different characters, or go to shops and buy different items.

8.3

Soukaigi





Developer	Yuke's
Publisher	Square
Release date	(jp) May 28, 1998
Genre	Action
Players	1 Player

Mt. Fuji has split in half bringing forth the Garan who want to take control of Earth. The Garan's power is contained in red, yellow, and blue crystals. The player control one of the chosen ones who were destined to fight and destroy the Garan.

Gameplay is similar to that of Tenchu in a third-person view, as players run around the streets of villages in search of magic power-ups and the different coloured crystals before the Garan find them for their power.

Soukoban Basic

8.0

Developer	Itochu
Publisher	Itochu
Release date	(jp) October 7, 1997
Genre	Puzzle
Players	1 Player

This game is a sequel to the original Soko-Ban. The gameplay is no different than the original game, where players push the boxes on the marked areas with careful planning ahead so they don't get stuck.

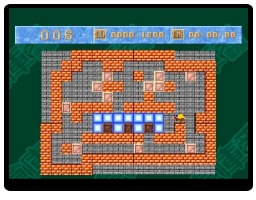
There are eight difficulty levels, each with 40 challenges. In addition there is also an editor to create players own box-moving challenges.

Soukoban Basic 2

Developer	Unbalance
Publisher	Itochu
Release date	(jp) August 6, 1998
Genre	Puzzle
Players	1 Player

This is the second PlayStation game based on the classic puzzler of the gaffer in charge of a warehouse needing to get correctly stacked. Unfortunately, the stock can only be pushed around requiring a bit of lateral thinking to get the warehouse in order.

Soukoban Nanmon Shinan



Developer	Unbalance
Publisher	Unbalance
Release date	(jp) April 1, 1999
Genre	Puzzle
Players	1 Player

The third and last PlayStation game of the classic puzzler based on the gaffer in charge of a warehouse needing to get the stock correctly stashed. The gameplay plays much the same as the last two games where the player must push the boxes to their appropriative places.

6.0

Soukou Kihei Votoms Gaiden: Blue Knight Berserga Story

Developer Takara
Publisher Takara
Release date (jp) October 30, 1997
Genre Action
Players 1-2 Players

Soukou Kihei Votoms Gaiden - Blue Knight Berserga Story was the first game released for the PlayStation based on the anime series, Armored Trooper VOTOMS. The game features the game modes: Battling World, where the player can earn money winning battles to buy new items and weapons to upgrade the mecha. Blueknight Battle, Vs. Mode, and Training.

Limited Edition
October 1997

7.0

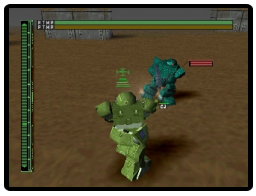
Soukou Kihei Votoms: Koutetsu no Gunzei

Developer Takara
Publisher Takara
Release date (jp) September 30, 1999
Genre Tactical role-playing game
Players 1 Player

Soukou Kihei Votoms - Koutetsu no Gunzei is another game based on the anime series. This game is a tactical RPG with the usual limited range of movement for the player units in each turn, and different attacks.

Limited Edition
September 1999

7.0



Soukou Kihei Votoms: Lightning Slash

Developer Takara
Publisher Takara
Release date (jp) March 18, 1999
Genre Action
Players 1-2 Players

Soukou Kihei Votoms - Lightning Slash, based on the anime series, features the game modes: Story Mode, Battling Mode, Vs. Mode, and Survival Mode. In Vs. mode, 2 on 2 tag battle is possible. Also available is helicopters, tanks, and various kinds of shock troops.

Limited Edition
March 1999

Limited Edition
April 1998

Soukou Kihei Votoms: Uoodo-Kummen Hen

7.0

Developer	Takara
Publisher	Takara
Release date	(jp) April 2, 1998
Genre	Action
Players	1 Player

Soukou Kihei Votoms - Woodo Kummen features various missions in ten stages. Scenario supervisor director is Ryusoke Takahashi, the creator of the anime series. The game also feature voice acting from the anime.

Soukuu no Tsubasa: Gotha World

Developer	Micronet
Publisher	Micronet
Release date	(jp) December 18, 1997
Genre	Strategy
Players	1-2 Players

Soukuu No Tsubasa Gotha World is a strategy game set in a futuristic world in which the player controls a group of ships. Before each mission the characters explain the mission in a first person perspective.

The gameplay is about moving the ship using a limited action movement. After moving the ship, the player can Fire different weapons, view the ship status, end turn, etc.

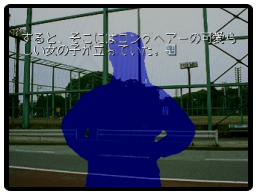
Koei the Best
December 1998

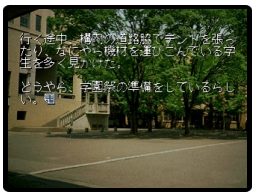
Soul Master

Developer	Koei
Publisher	Koei
Release date	(jp) November 20, 1997
Genre	Board game, Role-playing game
Players	1-4 Players

Soulmaster is a board game that use RPG elements in the battles. The battles use cards to make the different attacks and summon different monsters that the player catch. The game is set places like Farlaine, A'Shen, Liaragel, Grädje, Maglee or Rosgalia.

Sound Novel Tsukuru 2



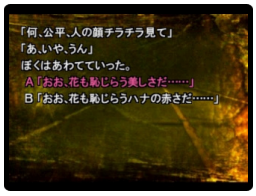


Developer Success
Publisher ASCII Entertainment
Release date (jp) September 25, 1997
Genre Adventure, Constructing
Players 1 Player

Sound Novel Tsukuru 2, also released for Sega Saturn, is the sequel to Sound Novel Tsukuru for the Super Famicom. The engine for making interactive fiction is nearly identical to its prequel. However, it is more complex with more choices and opportunities for interaction. The game also feature superior graphics and sound quality.

8.6

Sound Novel Evolution 1: Otogirisou Sosei-Hen



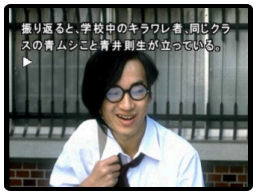
PlayStation the Best
April 2001

Developer Chunsoft
Publisher Chunsoft
Release date (jp) March 25, 1999
Genre Sound novel
Players 1 Player

Otogirisō Sosei-hen is a remake of the Super Famicom sound novel Otogirisō. The game's scenario has been significantly revised to feature a switching system from Kohei's to Nami's point of view. It also includes new cut-scenes.

8.0

Sound Novel Evolution 3: Machi - Unmei no Kousaten

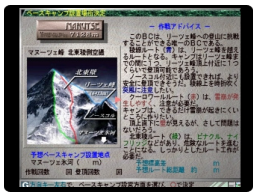


PSOne Books
April 2002

Developer Chunsoft
Publisher Chunsoft
Release date (jp) January 28, 1999
Genre Sound novel
Players 1 Player

The idea of the game is to let the players experience five days in the lives of eight different characters. They all live somewhere in the city, each one preoccupied with his, or her, own problems. Their paths might cross without them realizing it. At any point in the game, players can switch between characters, but when they do so, the day or the time of the day of the other character corresponds to the one they are currently having.

Souten no Shiroki Kami no Za: Great Peak



Developer	Pandora Box Creative Office, Arc Entertainment
Publisher	SCEI
Release date	(jp) July 16, 1998
Genre	Simulation
Players	1 Player

Souten no Shiroki Kami no Za - Great Peak puts the player in the role of the captain of an expedition of alpinists in this mountain climber simulation game.

The game features the five different mountains: K-Zero Niconosa (8955m), Sisha Kanli (8482m), Kanga Purna (8021m), Dhaula Chenli (7686m), and Manutse (7128m).

Space Adventure Cobra: Galaxy Nights

Developer	Arc Entertainment
Publisher	SCEI
Release date	(jp) February 18, 1999
Genre	Interactive comic
Players	1 Player

Cobra is a space-opera manga series written and illustrated by Buichi Terasawa of the Black Sheep studio. The series follows the adventures of Cobra, who lived an ordinary life until enemies start to hunt him down. Cobra surgically alters his face, and erases his own memory to hide from his enemies. When Cobra starts to regain his memories, he unites with his old partner Lady Armaroid, and his ship Tortuga.

Space Adventure Cobra: The Psycogun Vol. 1

Developer	SCEI
Publisher	SCEI
Release date	(jp) January 22, 1998
Genre	Interactive comic
Players	1 Player

The series features the infamous space-pirate Cobra. At the start of the story he is living an ordinary life, but after going to a trip-parlor he starts to regain his true memories.

Space Adventure Cobra: The Psycogun Vol. 2

Developer	SCEI
Publisher	SCEI
Release date	(jp) January 22, 1998
Genre	Interactive comic
Players	1 Player

The series features a continuation of the first game on the infamous space-pirate Cobra who was once forced to hide from enemies by surgically altering his face and erasing his own memory.

7.1

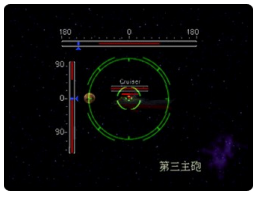
Space Adventure Cobra: The Shooting

Developer	Takara
Publisher	Takara
Release date	(jp) November 22, 1996
Genre	Action-adventure, Shooter
Players	1 Player

Space Adventure Cobra - The Shooting is an action game based on the anime series. The game features five chapters and 23 different stages.

7.0

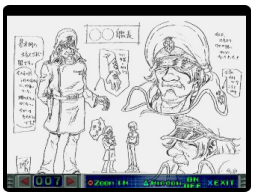
Space Battleship Yamato



Bandai the Best
June 2001

Developer	Vingt et un Systems
Publisher	Bandai
Release date	(jp) February 4, 1999
Genre	Strategy
Players	1 Player

Space Battleship Yamato Distant Iskandar is based on the first anime series of Yamato. Refitting an old Earth battleship, the Yamato, the Star Force takes off on a 148,000 lightyear voyage to the planet Iscandar, where Queen Starsha offers the people of Earth a machine to remove the radiation. The Star Force must battle the evil Gamilons to reach Iscandar and return within one Earth year.



Space Battleship Yamato: Eiyuu no Kiseki

7.0

Developer NK System
Publisher Bandai
Release date (jp) September 28, 2000
Genre Strategy, Other
Players 1 Player

Space Battleship Yamato - Eiyuu no Kiseki - Part 1 Fan Disc features a new story about Jura, a image gallery with character artwork, and a movie and sequence viewer that allows the player to see all the sequences of the first game in the series.

DX Pack
May 2000

Space Battleship Yamato 2: Ai no Senshi Tachi

7.0

Developer NK System
Publisher Bandai
Release date (jp) May 2, 2000
Genre Strategy
Players 1 Player

Ai no Senshitachi is based on the second series and movie (1978) of the anime Uchū Senkan Yamato, known as “Star Blazers” in North America. The game follows very closely the original story and features many animated cutscenes which are actually re-made scenes from the original anime - with 3D rendered space ships and new character design by Keisuke Masunaga.

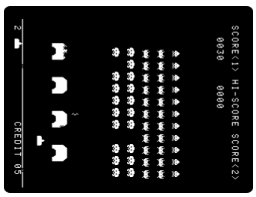
SuperLite 3in1 Series
Arcade Classic Shuu
January 2002

Space Chaser 2000

Developer Success
Publisher Success
Release date (jp) October 26, 2000
Genre Action
Players 1-2 Players

Space Chaser 2000 is a remake of the classic Taito arcade game that features the Original mode with arcade graphics and a new Arrangement mode with enhanced graphics, new backgrounds and a vibration function.

Space Invaders



Developer Taito
Publisher Taito
Release date (jp) July 31, 1997
Genre Shooter
Players 1-2 Players

This version of Space Invaders is based on the 1994 arcade game Space Invaders DX, but lacks the parody mode of that game. What remains is the classic mode that allows the player to choose the type of arcade cabinet (upright, black & white, etc.) as background to the action, as well as the versus mode for two players. The versus mode is split-screen, each player trying to survive and eliminate more invaders than the opponent.

7.2

Space Invaders 2000

Developer Taito
Publisher Taito
Release date (jp) December 3, 1998
Genre Shooter
Players 1-2 Players

Space Invaders 2000 is an updated version of the 1997 PlayStation version of Space Invaders. Like that, it is based on Space Invaders DX and includes four variants of the original arcade game plus a two player versus mode, but lacks the parody mode. This release includes one new game mode called Time Attack. It is played against the clock and the player has to clear five waves of invaders in as little time as possible. Each wave has a different formation and its own background graphics.

Space MOSA: Space Museum of Southern Art

Developer Hanson
Publisher Hanson
Release date (jp) December 10, 1999
Genre Music, Other
Players 1 Player

Space Mosa - Space Museum of Southern Art is a music game featuring information by the music group with a full discography, 221 songs, with the total playing time in about 417 minutes. Also included are photo collage, posters, concert pamphlet, etc.

The complete game.

Spawn: The Ultimate

6.0

Developer Oracion
Publisher Oracion
Release date (jp) December 17, 1998
Genre Other
Players 1 Player

Spawn the Ultimate features a collection of pictures, trailes, figures, and information about the comic book character and the movie that was based on it.

Idea Factory Collection
February 2000

Spectral Blade

8.5

Developer Idea Factory
Publisher Idea Factory
Release date (jp) December 22, 1999
Genre Role-playing game
Players 1 Player

In Spectral Blade, the player takes the role of a member of the Imperial army, with the mission to destroy monsters sent by a evil master. When he reached a dungeon, he noticed that the fate of the World maybe depend on the success of his quest.

The gameplay is classic RPG where battles are turn based.

Idea Factory Collection
February 1999

Spectral Force

8.3

Developer Idea Factory
Publisher Idea Factory
Release date (jp) October 9, 1997
Genre Strategy
Players 1 Player

The first Spectral Force game for PlayStation features battles of groups of 1000 vs. 1000 and 40 countries in the world of Never Land to select, with the aim of unification.

9.0

Spectral Force 2

Developer Idea Factory
Publisher Idea Factory
Release date (jp) October 15, 1998
Genre Strategy
Players 1 Player

The sequel is another strategy war game in which players can play as one of the many kingdoms, including those that do not have a direct influence on the main story. Players fortify their castles, hire generals, defend their country and invade others throughout several years. Players can choose a combat strategy for their troops. Their strength depends on the special abilities and morale of the generals, as well as on weather and terrain. They can also cast magic spells in combat.

Idea Factory Collection
June 2000

7.5

Spectral Force: Lovely Wickedness

Developer Idea Factory
Publisher Idea Factory
Release date (jp) August 26, 1999
Genre Strategy, Role-playing game
Players 1 Player

Spectral Force Lovely Wickedness is the third game in the series. The game feature different main characters, both male or female, for the player to choose.

Idea Factory Collection
February 2001

8.0

Spectral Force:
The Band of Meymay Knights

Developer Idea Factory
Publisher Idea Factory
Release date (jp) November 25, 1999
Genre Strategy, Role-playing game
Players 1 Player

Junjou de Karen: Meymay Kishi-dan: Spectral Force Seishoujo Gaiden is the fourth and last game in the series for the PlayStation. The player controls a mercenary who arrives on an island and is hired by the Meymay female knights army to take them to victory.

Idea Factory Collection
December 2000

Spectral Tower

6.5

Developer Idea Factory
Publisher Idea Factory
Release date (jp) October 4, 1996
Genre Role-playing game
Players 1 Player

Spectral Tower is the first game in the RPG series. The player takes the role of an adventurer that go explore three towers to obtain their treasures. To advance to the next floor of each tower, the player have to find the floor's key, and on each floor there are enemies and different traps to make things more difficult.

Idea Factory Collection
May 1999

Spectral Tower II

8.5

Developer Idea Factory
Publisher Idea Factory
Release date (jp) January 29, 1998
Genre Role-playing game
Players 1 Player

In this sequel, the player agian takes the role of an adventurer that go explore three towers in search of their treasures. An important difference between this sequel and the first Spectral Tower is the hit feature, if the player is quick enough and hit an enemy, he avoid the battle and the enemy will dissappear, if not, the battle will start. The battle parts are done in turn based, like in most RPG, instead of the first person and a dice roll of the first game.

Speed Power Gunbike

7.3

Developer Inti Creates Co.
Publisher SCEI
Release date (jp) April 23, 1998
Genre Racing
Players 1 Player

Kahen Soukou Gunbike: Speed Power Gunbike was the first game developed by Inti Creates. According to GameSpot, the game is known for its very high difficulty.

The game is set 100 years in the future. Players race against the clock through obstacles and enemies, including bosses, and can change into three mech modes anytime during gameplay: rally mode, bike mode and robot mode, each varying in stats.

6.8

Spriggan: Lunar Verse

Developer From Liquid Mirror Software
Publisher From Software
Release date (jp) June 17, 1999
Genre Action
Players 1 Player

Spriggan: Lunar Verse are based on the manga, Spriggan, released as Striker in the North American English translation. The game introduced the concept of a 3D action-adventure game, followed by other games such as the modern Ninja Gaiden and Devil May Cry games.

A soundtrack of the game, composed by Keiichiro Segawa, Tsukasa Saito, and Yuji Kanda, was also released by Absord Music Japan and distributed by King Records on November, 1999.

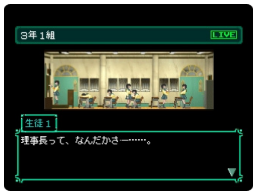
8.1

St. Andrews Old Course: Eikou No St. Andrews

Developer Seta
Publisher Shogakukan Production
Release date (jp) August 28, 1997
Genre Sports
Players 1-4 Players

Eikou no St. Andrews is a golf game. The game revolve around “The Old Course” at St Andrews, the oldest golf course in the world. The game features 3D graphics, different golf players to choose from (all of them can be customized by the player, changing their stats and heights), four courses, where one of them is the Old Course at St.Andrews, and different game modes, like practice or tournament modes.

6.0



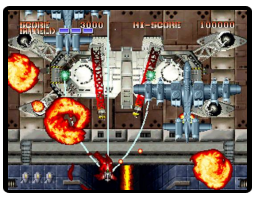
St. Luminous Mission High School

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) May 25, 2000
Genre Dating sim
Players 1 Player

The game is a first person perspective adventure/simulation in which the player check the different St Luminous places and talk to different characters to advance in the game.

Stahlfeder: Tetsukou Hikuudan

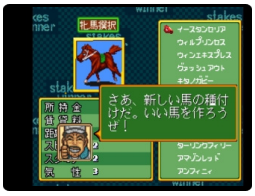
5.6



Developer	Santos
Publisher	Santos
Release date	(jp) January 26, 1996
Genre	Shooter
Players	1 Player

Stahlfeder - Tetsukou Hikuudan is a vertical scroller shooter in the tradition of classic shooter games likes 1942, Flying Shark or Dodonpachi. The game features four different aircrafts to choose from, three difficulty levels, endings level bosses, and is divided into six different stages.

Stakes Winner: GI Kanzen Seihahe no Michi



Developer	System Vision
Publisher	Saurus
Release date	(jp) December 6, 1996
Genre	Racing
Players	1-2 Players

Stakes Winner is a horse racing game. Races can be entered by 1 or 2 players and involve eight horses struggling for victory; each of the eight horses given for selection is characterized by three parameters: speed, stamina, strength, all measured in stars from a minimum of one to a maximum of five.

Stakes Winner 2

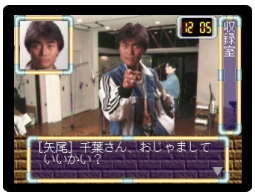
Developer	System Vision
Publisher	Saurus
Release date	(jp) May 9, 1997
Genre	Racing
Players	1 Player

Stakes Winner 2 - Saikyou Uma Densetsu is the PlayStation port of the NeoGeo arcade game of the same name. There's timing involved, as well as strategy. Players not only need to weave through the pack, snagging speed and energy power-ups while avoiding collisions, but they must conserve their horse's energy as well. Players choose either a European or American circuit; the latter features such famed locales as the Kentucky Derby and the Preakness Stakes.

Standby Say You!

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) April 11, 1997
Genre Adventure
Players 1 Player

Standby Say You is an adventure game on voice acting a videogame. The player controls a voice acting studio director that has to complete the voice acting of a new videogame. He have to talk to the actors and start recording the voices in the game sequences. The game features live action video sequences along anime sequences.



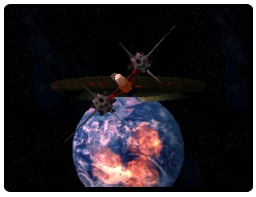
7.5

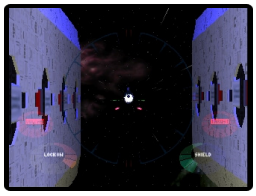
Star Monja

Developer GMF
Publisher GMF
Release date (jp) June 18, 1998
Genre Simulation, Mini-games
Players 1-2 Players

Star Monja is a breeding simulation game set in the year 2030. The player can rise a creature called Monja from an egg, and evolve depending on the player choices. The Monja can evolve in more than 100 different creatures. After the creatures has evolved, players can train them to battle other creatures in tournaments. The game also features trading, where player can trade creatures using the memory card.

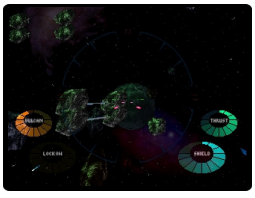
StarBorders





Developer Acclaim
Publisher Acclaim
Release date (jp) August 21, 1997
Genre Shooter
Players 1 Player

Starborders a first person perspective shooter. The game feature different missions and maps to choose from and a challenging difficulty level.



Startling Adventures: Kuusou Daibouken X 3

6.0

Developer Capcom
Publisher Capcom
Release date (jp) May 24, 2001
Genre Action-adventure, Mini-games
Players 1 Player

This PlayStation game features three different games on one CD. In the first game, the player control a boy and a girl that are sent to another world in which they have to win different billiard games. The second game features a group of rebel knights lead by a princess that are trying to stay alive and recover her kingdom. The third game is an educational title in which the player solve different kind of puzzles in a futuristic world.

Startling Odyssey 1: Blue Evolution

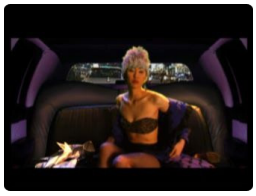
Developer RayForce Inc.
Publisher RayForce Inc.
Release date (jp) July 15, 1999
Genre Role-playing game
Players 1 Player

Startling Odyssey 1: Blue Evolution is a remake of the TurboGrafx CD game, Startling Odyssey. The story is the same as in the original version, starring Leon Solford, a young warrior and the last in line of great heroes, who must defeat an ancient evil and save the world. The game's graphics have been completely redone in high resolution 2D, with enhanced anime-style sequences. Battle system has also been redone, featuring isometric perspective.

Limited Edition
May 1998

Stolen Song

5.0

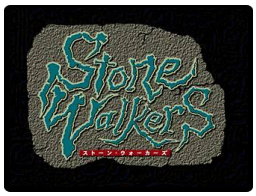


Developer Virtual Music Entertainment
Publisher SCEI
Release date (jp) May 21, 1998
Genre Music
Players 1-2 Players

Stolen Song is a "virtual music adventure" featuring Japanese musician Tomoyasu Hotei. Armed with the special V-Pick controller (included in the package), the player jams to secure a spot in a band to save international recording artist Tomoyasi Hotei from kidnappers in this mystery action adventure.

"kimsufi.com"

5.5



Stone Walkers

Developer SunSoft
Publisher SunSoft
Release date (jp) October 18, 1996
Genre Adventure
Players 1 Player

Stone Walkers is an adventure game in which players take the role of Randy, a teacher similar to Indiana Jones, and his two girl helpers in a dangerous adventure searching for a mayan artifact called the Jade Mask.

The game plays like any other adventure game, where the player make choices and use objects that will take them to diferents endings, depending on the choices they made during the game.

Sunsoft Best
December 1998

Stray Sheep: Poe to Merry no Daibouken

Developer Robot
Publisher Robot
Release date (jp) September 9, 1999
Genre Action-adventure
Players 1 Player

Stray Sheep tells the story of an evil Volcan Wolf who fell ill and needs a sheep for his cure. So he send two of his wolfs to kidnapp a sheep for him. Poe and Merry are resting quietly in the forest when a flying ship arrives and kidnapped Merry, so Poe goes to rescue her.

Reprint
December 2002

6.0

Street Fighter II Movie

Developer Capcom
Publisher Capcom
Release date (jp) December 15, 1995
Genre Interactive movie
Players 1 Player

The game is based on the 1994 anime film adaptation of the Street Fighter II, Street Fighter II Movie.

Players takes control of a new type of cyborg that has been secretly developed by Shadaloo. The objective of the game is to develop the Cyborg's abilities by analyzing the fighting techniques of martial artists around the world in order to gain enough strength to challenge Ryu in combat.

Stressless Lesson: Les Les

4.0

Developer Compile
Publisher Max Five
Release date (jp) June 27, 1997
Genre Puzzle
Players 1-2 Players

Stressless Lesson - Les Les is based the on dating simulation genre, but instead of being a adventure game, the game is a puzzle game that features eight high school students as selectable characters. The player will have to defeat other characters in puzzle battles.

The gameplay is made up by matching four pieces of the same colour.

Strikers 1945

7.3

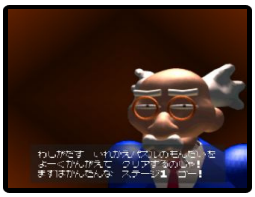
Developer Psikyo
Publisher Atlus
Release date (jp) July 19, 1996
Genre Shooter
Players 1-2 Players

Strikers 1945, not to be confused with the US PSX game Strikers 1945, which is actually the sequel Strikers 1945 II, is a port of the top-down vertically-scrolling arcade shooter. Set during World War II, the player can choose from different ships and pilots to engage the enemy.

Each plane has a normal shot, a charged shot and a bomb that clears the entire screen.

"mobygames.com"

Studio P



Developer Agenda
Publisher Argent
Release date (jp) August 23, 1996
Genre Puzzle
Players 1-2 Players

Studio P is a collection of different kind of puzzle games in the same package: The game features different kind of jigsaw puzzles (with 2D and 3D graphics), a paint tool mode, towel game mode, sound tools, 3D animated feature, creating a pod mode and a 3D puzzle mode.

Study Quest: Keisanjima no Daibouken

Developer	Shigakusha
Publisher	Shigakusha
Release date	(jp) July 6, 2000
Genre	Educational, Role-playing game
Players	1 Player

In Study Quest - Keisanjima no Daibouken, the dark lord Randamn has invaded Calculator Island, throwing the calm land into utter chaos. Only through the efforts of studious young heroes can order be restored. In an interesting attempt to make a study-aid game, someone thought it would be a good idea to have RPG battles hinge on one's ability to do math.

7.0

Subete ga F Ninaru: The Perfect Insider

Developer	KID
Publisher	KID
Release date	(jp) March 28, 2002
Genre	Adventure
Players	1 Player

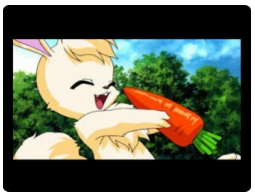
Subete Ga F Ninaru the Perfect Insider is a first person perspective adventure game in which the player have to investigate and discover who was the murderer of a genious doctor, who was murdered in his private laboratory, isolated from the outside world, where the only clue was a mysterious message that was left.

8.0

Submarine Hunter Sya-Chi

Developer	Sol, Studio PJ
Publisher	Victor Interactive Software
Release date	(jp) November 2, 1999
Genre	Action, Simulation
Players	1 Player

Submarine Hunter Sya-Chi takes is set in the future, when all the Earth cities had been flooded and humanity uses submarine for battles. The game is divided into different missions, and the player controls a submarine in a first person perspective, and pursue and fire the torpedoes against enemies.



Suchie-Pai Adventure: Doki Doki Nightmare

7.8

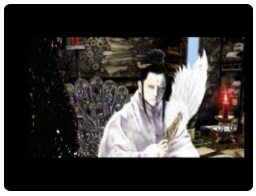
Developer	Jaleco
Publisher	Jaleco
Release date	(jp) September 4, 1998
Genre	Dating sim, Mini-games
Players	1-4 Players

Doki Doki Nightmare is a Japanese-style adventure game with dating elements. The game is a spinoff of the popular Suchie-Pai strip-mahjong series. The player is given a week to travel around the city of Kamiyōga, interacting with its (primarily young and female) inhabitants to discover who has caused the strange curse on the city. In addition to the main game, the second disc features several minigames and a variety of bonus materials.

Koei the Best
September 1999

Suikoden: Tendou 108 Sei

8.5



Developer	Koei
Publisher	Koei
Release date	(jp) April 2, 1998
Genre	Strategy
Players	1 Player

Suikoden Tendou 108 Sei, released on both the PlayStation and Sega Saturn, is the sequel to Suikoden-Tenmei no Chikai. The game, like Bandit Kings of Ancient China, is an adaptation of the book, the Water Margin by Luo Guanzhong, and tells the stories of the one hundred and eight bandits of the Liang Marshes and their adversaries in the Late Song Dynasty of China. The player controls one of the main characters of the bandit hoard.

"kimsufi.com"

Koei Teiban Series
December 2000

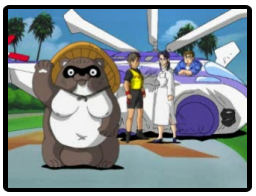
Suikoden: Tenmei no Chikai

7.4

Developer	Koei
Publisher	Koei
Release date	(jp) October 4, 1996
Genre	Strategy
Players	1-7 Players

Bandit Kings of Ancient China is a military strategy game, like most of Koei's games, but instead of conquering a country, the goal is to depose the despotic ruler of China. Players start out lowly, and have to work their way up by conquering smaller prefectures, forming alliances, and fighting small battles. Players have to earn the right to attack Gao Qiu's home prefecture, though- he is off limits until they are powerful.

Suizokukan Project: Fish Hunter e no Michi



Developer Teichiku
Publisher Teichiku
Release date (jp) March 11, 1999
Genre Adventure
Players 1 Player

Suizokukan Project Fish Hunter e no Michi is a fishing game in which the player takes the role of a young millionaire that have a tourist center with an aquarium as the main attraction. During the game, he will have to catch different species of fish to fill the aquarium. The player can go around the tourist center and visit different places.

8.1

Summon Night

Developer Flight-Plan
Publisher Banpresto
Release date (jp) June 1, 2000
Genre Tactical role-playing game
Players 1 Player

A turn-based strategy RPG, Summon Night casts players as one of four high school students who are magically whisked away to a fantasy land for purposes unknown. Once there, they will find out that they can control the powerful summon gems which upon different combinations with items can summon a magical creature to players aid for specific spells or to join them in battle as an ally.

PSOne Books
December 2002

8.1

Summon Night 2

Developer Flight-Plan
Publisher Banpresto
Release date (jp) February 8, 2001
Genre Tactical role-playing game
Players 1 Player

The sequel to the turn-based strategy RPG Summon Night continues a few years after the events of the original game. Summoners are now a much more common occurrence, and players now get casted as either a male or female apprentice summoner out to finish his/her training. Besides the starting character, players also get a sidekick right from the start, and they get to choose a guardian creature to further define the character's abilities.

PSOne Books
November 2003

Reprint
September 2001

Suna no Embrace: Eden no Sato no Never

Developer Idea Factory
Publisher Idea Factory
Release date (jp) July 27, 2000
Genre Role-playing game
Players 1 Player

Suna no Embrace tells the story of the little naive girl, Nebel, who live in the dry continent of Eden. In honor of the words from her grandmother; “See the various things of the world, experience everything,” she leave on a journey.

Super Adventure RockMan

7.7

Developer Capcom
Publisher Capcom
Release date (jp) June 25, 1998
Genre Interactive movie
Players 1 Player

Super Adventure Rockman is an interactive-movie game in the original Mega Man series from Capcom.

Mega Man artist and producer Keiji Inafune claimed that Super Adventure Rockman was developed during a time when Capcom was attempting to branch out the series by “selling [it] to the lowest bidder”. Although he had little involvement in the game, he was assigned to finish it after the project leader suddenly quit towards its completion.

Super Bass Fishing

Fukyuuban 1500 Series
July 2000

Developer King Records
Publisher King Records
Release date (jp) August 26, 1999
Genre Sports
Players 1-2 Players

Super Bass Fishing is a fishing game featuring a first person perspective and two game modes: Tournament Mode, Single play only, where there the player can compete in a fishing tournament and try to win it. And Vs. Fishing Mode, a 2 players split screen option for two players to compete at the same time.

Super Gals! Kotobukiran Special: Ikenen Get Your Gals Party

Developer	Konami
Publisher	Konami
Release date	(jp) August 8, 2002
Genre	Board game, Mini-games
Players	1-4 Players

Super Gals! Kotobukiran Special - Ikenen get your gals party is a board game based on the manga and anime. The game features the main characters from the anime.

Game modes include: Main game, Artwork of the girls, Mini Games, Dressing room, and Picture gallery.

7.3

Super Hero Sakusen

Developer	Japan Media Programming
Publisher	Banpresto
Release date	(jp) January 28, 1999
Genre	Role-playing game
Players	1 Player

Superhero Sakusen, also known as Super Hero Operations, is a RPG, and considered part of the Super Robot Wars series, due to the characters Ingram Prisken and Viletta Vadim who originally debuted in the game alongside the mech R-Gun, which later included in Super Robot Wars Alpha.

The game plays like a tyical RPG, turn based fighting with robots against the enemies. Robots and pilots gain experince points.

5.7

Super Hero Sakusen: Daidaru no Yabou

Developer	Japan Media Programming, iNPLAS
Publisher	Banpresto
Release date	(jp) November 22, 2000
Genre	Role-playing game
Players	1 Player

Super Hero Operations: Diedal's Ambition features popular tokusatsu such as Ultraman Gaia and Kamen Rider, and is the only sequel to Super Hero Operations.

Players assume the role of Gamu Takayama, a member of the fighting force XIG, as he combats evil creatures with the power of Ultraman Gaia.

Limited Edition
November 2000

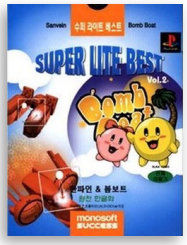
Super Lite Best Vol. 01: Cotton Original + Block Keeper

Developer Success
Publisher Success
Release date (jp) July 26, 2004
Genre Compilation
Players 1-2 Players

Super Lite Best is a compilation package only released for the korean market.

Block Keeper is a puzzle game in which 2 players can play in a cooperative mode.

Cotton Original is a shooter featuring the little witch Cotton.



Super Lite Best vol.02: Sanvein + Bomb Boat

Developer Success
Publisher Monosoft
Release date (jp) July 26, 2004
Genre Compilation
Players 1-2 Players

Bomb Boat is an action puzzle game, in which players control a character and have to eat up all the fruits in order to finish the maze while monsters lurk after the player.

Sanvein is a fast-paced top down shooter where time is of the essence and every moment counts.

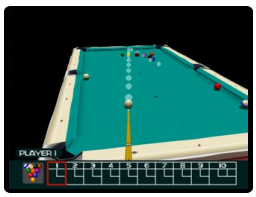
Super Live Stadium

Developer Square
Publisher Aques
Release date (jp) January 1, 1998
Genre Sports
Players 1-2 Players

Super Live Stadium is a baseball game developed by Squaresoft. The game features a funny sense of humour, and different game modes, like championship, and different vs. modes, all of them with goofy graphics and day or night.

"kimsufi.com"

Super Price Series: Billiards



Developer Prosoft
Publisher Selen
Release date (jp) July 12, 2001
Genre Sports
Players 1-3 Players

Super Price Series - Billiards is a billiard game that features the game modes: 8 Ball, 9 Ball, 14.1 Continuous, Bowlliards, Cut Throad, Three Ball, Poker, Pocket Game, Mitsudama, Yotsuda-ma, Pocket Carom, Equal Offense, and Three Cushions.

The game features four different kind of rules (Novice, House, Slop, Call Shot) and five different computer levels.

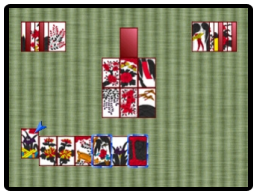
Super Price Series: Block & Switch

Developer Serene
Publisher Serene
Release date (jp) January 24, 2002
Genre Puzzle
Players 1 Player

Block & Switch is a puzzle game in which the players controls a little girl that is trapped in different mazes and have to solve the mazes pushing different kind of blocks.

8.0

Super Price Series: Hanafuda



Developer Selen
Publisher Selen
Release date (jp) January 24, 2002
Genre Cards
Players 1 Player

Super Price Series - Hanafuda is a hanafuda game that features different game modes.

Super Price Series: Mahjong

6.0

Developer Prosoft
Publisher Selen
Release date (jp) January 24, 2002
Genre Board game
Players 1 Player

Super Price Series - Mahjong is a mahjong game that features different game difficulty modes.

Super Price Series: Paipai

Developer Prosoft
Publisher Selen
Release date (jp) July 12, 2001
Genre Puzzle
Players 1-2 Players

Super Price Series - Paipai is a mahjong paipai game. In this game, the player doesn't compete againts 3 players like in a classic mahjong, instead, the gameplay is similar to the Shanghai series. The player has to make all the pieces dissappear two by two, matching two pieces of the same type.

The game features a 2 players vs mode and different computer difficulty levels.

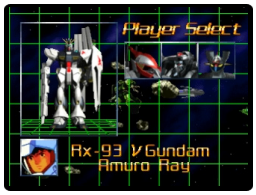
Super Price Series: Reversi

Developer Prosoft
Publisher Selen
Release date (jp) January 24, 2002
Genre Board game
Players 1-2 Players

Super Price Series - Reversi is a reversi game with the three game modes: Standart reversi, Perfect reversi, and Octo reversi.

The game also features different computer difficulty levels and a 2 players vs. mode.

6.0



Super Robot Shooting

Developer Minato Giken
Publisher Banpresto
Release date (jp) March 20, 1997
Genre Shooter
Players 1 Player

Super Robot Shooting is a shooter, featuring characters from Super Robot series like Mazinger Z, Combattler V, Gundam and others. The gameplay is divided into several levels of 3D action shooting, using a third person perspective, and a big boss as a level boss.

Limited Edition
March 1997

8.4

Super Robot Taisen Alpha

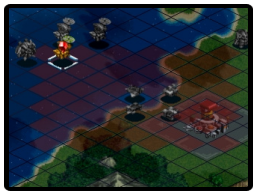
Developer Banpresto, Mechanic Arms
Publisher Banpresto
Release date (jp) May 25, 2000
Genre Tactical role-playing game
Players 1 Player

Super Robot Wars Alpha is part of the Super Robot Wars franchise, and is the initial game of the Alpha series, which spans the PlayStation and the PlayStation 2 platforms.

The game allows the player to create their own character, giving them a name and birthdate, and selecting from eight characters: four male and four female.

Limited Edition
May 2000

8.8



Super Robot Taisen Alpha Gaiden

Developer Banpresoft, Mechanic Arms
Publisher Banpresto
Release date (jp) March 29, 2001
Genre Tactical role-playing game
Players 1 Player

Super Robot Taisen α Gaiden is a side-story to Super Robot Taisen α that takes place in the immediate aftermath of that game's climactic final encounter. It includes 45 new missions, features a simplified upgrade system compared to previous entries, and introduces the Support Ability system that allows adjacent units to attack or defend in unison.

"mobygames.com"

Limited Edition
March 2001

Super Robot Taisen Complete Box

8.1

Developer Banpresoft, Mechanic Arms
Publisher Banpresto
Release date (jp) June 10, 1999
Genre Tactical role-playing game, Other
Players 1-2 Players

Disc 1 contains Super Robot Wars Complete Box which contains complete remakes of three classic Famicom/Super Famicom releases: Dai-2-ji Super Robot Wars, Dai-3-ji Super Robot Wars, and Super Robot Wars EX.

Disc 2 contains History Of Super Robot Wars, an encyclopedia which contains a collection of cutscenes and voice data from the first games, as well as a two player versus mode.

"mobygames.com"

Super Robot Taisen EX

7.9

Developer Banpresoft, Mechanic Arms
Publisher Banpresto
Release date (jp) January 6, 2000
Genre Tactical role-playing game
Players 1 Player

Super Robot Wars EX, originally released in 1994 for Super Famicom, and as part of the above, Super Robot Wars Complete Box, focus on the Maso Kishin plot. It was the first Super Robot Wars to allow players to upgrade weapons.

The game is split into three chapters, Masaki (easy), Ryuune (medium), and Shuu (hard). The player won't be able to get Shuu's section until he clears Masaki and Ryuune's parts.

PlayStation the Best
December 2000

Super Robot Taisen F

8.4

Developer Banpresoft, Mechanic Arms
Publisher Banpresto
Release date (jp) December 10, 1998
Genre Tactical role-playing game
Players 1 Player

Super Robot Taisen F takes place four months after the events of Super Robot Wars 3. Gameplay mechanics are the same of Super Robot Wars 4. The title is a turn based strategic game. When attacked by an enemy, the player can react in three ways: counter, evade (halves enemy % of landing an attack on the player) or defend (if hit, the player receives only half of the damage).

"mobygames.com"

8.6

Super Robot Taisen F Kanketsuhen

Developer Banpresoft, Mechanic Arms
Publisher Banpresto
Release date (jp) April 15, 1999
Genre Tactical role-playing game
Players 1 Player

Super Robot Wars F Final picks up where Super Robot Wars F left, starting at stage 35. F and F Final were originally thought as an unique game, but production delays made the producers decide to split the game in two parts.

Gameplay mechanics are the same of Super Robot Wars 4 (and Super Robot Wars F, of course).

"mobygames.com"

PlayStation the Best
December 2000

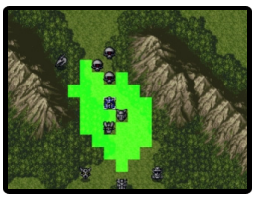
7.4

Super Robot Wars II

Developer Winky Soft
Publisher Banpresto
Release date (jp) December 2, 1999
Genre Tactical role-playing game
Players 1 Player

Dai-2-ji Super Robot Taisen is the PlayStation remake of the FamiCom game that was also included in the Super Robot Wars Complete Box compilation. The game's graphics, sound and gameplay have been completely rehauled to fit the style of Super Robot Wars F and Super Robot Wars F Final.

"mobygames.com"



7.6

Super Robot Wars III

Developer Banpresoft, Mechanic Arms
Publisher Banpresto
Release date (jp) December 22, 1999
Genre Tactical role-playing game
Players 1 Player

Dai-3-ji Super Robot Taisen is the PlayStation enhanced remake of the Super FamiCom game that was also a part of the Super Robot Wars Complete Box compilation. Its graphics, sound and gameplay have been completely rehauled to fit the style of Super Robot Wars F and Super Robot Wars F Final.

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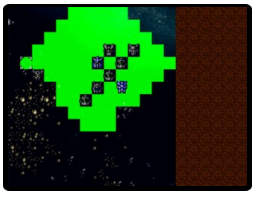


PlayStation the Best
November 1996

Super Robot Wars IV Scramble

7.5

Developer	Winky Soft
Publisher	Banpresto
Release date	(jp) January 26, 1996
Genre	Tactical role-playing game
Players	1 Player

Super Robot Wars 4 Scramble, also known as Dai 4 Ji Super Robot Taisen, is the first SRW to feature an original character protagonist, along with separate Real and Super paths. Also the first SRW to feature items that can be equipped to a units to improve its performance or restore its HP or EN. Additionally, most stages contain hidden items or money on the map, which can be collected by moving a unit onto the items' locations.

Super Tokusatsu Taisen 2001

7.7

Developer	Japan Art Media
Publisher	Banpresto
Release date	(jp) September 6, 2001
Genre	Tactical role-playing game
Players	1 Player

Super Tokusatsu Taisen 2001 gathers a bunch of the Tokusatsu Heroes in one epic game, including different Kamen Rider characters and Ultraman characters.

The game plays much like an old styled strategy game, such as Super Robot Wars. The player and the enemy takes turn to move their units on a battlefield.

Superlite 1500 Series: Battle Qix

8.0

Developer	Success
Publisher	Success
Release date	(jp) October 24, 2002
Genre	Puzzle
Players	1-2 Players

Superlite 1500 Series - Battle Qix is a puzzle game where the player controls a small marker that can move around the edges of the rectangle, with the goal to claim as much of the screen as possible via drawing Stix. When the player completes a closed shape, the captured area becomes solid and points are awarded. To complete a level, the player must claim most of the playfield.

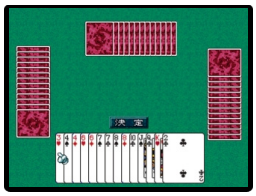
Superlite 1500 Series: Bomb Boat

Developer	Success
Publisher	Success
Release date	(jp) August 29, 2002
Genre	Puzzle
Players	1-2 Players

Superlite 1500 Series - Bomb Boat is a action puzzle game where player character have to eat up all the fruits in order to finishing the maze, while watching out for the monster that are after them.

6.0

Superlite 1500 Series: Card II

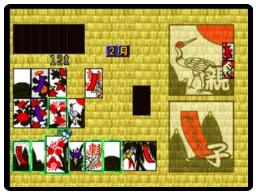


Superlite 3 in 1
Card Game Syuu
July 2002

Developer	Success
Publisher	Success
Release date	(jp) September 22, 1999
Genre	Cards
Players	1-2 Players

Superlite 1500 Series - Card II is a card game that features six different card games, like pairs, poker, twenty one, etc. The game also feature a 2 player mode where players can play against each other at the same time.

SuperLite 1500 Series: Hanafuda II



Superlite 3 in 1
Card Game Syuu
July 2002

Developer	Success
Publisher	Success
Release date	(jp) October 28, 1999
Genre	Cards
Players	1 Player

SuperLite 1500 Series - Hanafuda II is a hanafuda game that features three different kind of boards, cursors and music. The game is a recreation of the hanafuda gameplay. There are four different game modes, two againts one computer opponent, and another two in which the player will play againts two computer opponents.

SuperLite 1500 Series: Kaiteiban Shichuu Suimei - Mark Yazaki Kanshuu

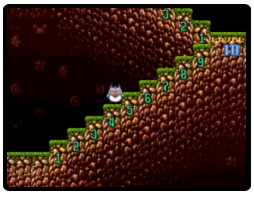
Developer Pro House
Publisher Success
Release date (jp) June 28, 2001
Genre Simulation
Players 1 Player

SuperLite 1500 Series - Kaiteiban Shichuu Suimei - Mark Yazaki Kanshuu is a chinese zodiac simulation in which players can input the birth date to see what the future will bring them.

Superlite 1500 Series: Kaiteiban Mark Yagazaki no Seiyou Senseijutsu

Developer Success
Publisher Success
Release date (jp) June 28, 2001
Genre Simulation
Players 1 Player

Kaiteiban Mark Yagazaki no Seiyou Shichusuimei is another simulation game where players can see their future by putting in information on themself.



SuperLite 1500 Series: Keeper

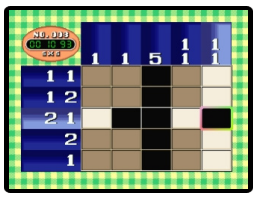
6.0

Developer Fupac
Publisher SunSoft
Release date (jp) October 24, 2002
Genre Puzzle
Players 1-2 Players

Keeper is a cute action-puzzle game. A five-by-five grid fills up with colored blocks with different icons on them. Pikuru and Kintoto, the player characters, can move freely about the grid, climbing over the blocks, and pushing or pulling them in any direction where there is room. Line up three or more blocks of either the same color or the same symbol and they will disappear. If the entire grid fills up, the game ends.

"mobygames.com"

8.0



Superlite 1500 Series: Oekaki Puzzle Vol.1

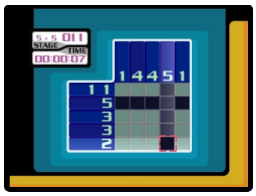
Developer Success
Publisher Success
Release date (jp) May 27, 1999
Genre Puzzle
Players 1 Player

Superlite 1500 Series - Oekaki Puzzle is the first game in the picross, or nonograms, series released by Succes.

The game features more than 200 different puzzles, with different puzzle size (5x5, 10x10, 15x15 or 20x20) and a tutorial on how to play the game.

SuperLite 3in1 Series Oekaki Puzzle Shuu January 2002

6.0



Superlite 1500 Series: Oekaki Puzzle Vol.2

Developer Success
Publisher Success
Release date (jp) January 27, 2000
Genre Puzzle
Players 1 Player

Superlite 1500 Series - Oekaki Puzzle 2 is the second game in the series. The game features more than 200 different puzzles, with different puzzle size (5x5, 10x10, 15x15 or 20x20) and a tutorial on the game.

SuperLite 3in1 Series Oekaki Puzzle Shuu January 2002

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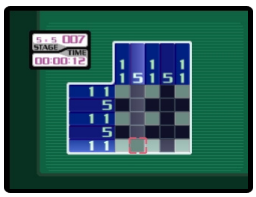
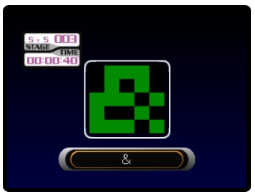


Superlite 1500 Series: Oekaki Puzzle Vol.3

Developer Success
Publisher Success
Release date (jp) June 29, 2000
Genre Puzzle
Players 1 Player

Superlite 1500 Series - Oekaki Puzzle 3 is the third game in the series. This game also features more than 200 different puzzles, with different puzzle size (5x5, 10x10, 15x15 or 20x20) and a tutorial on the game.

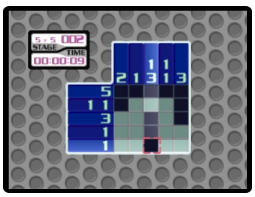
SuperLite 3in1 Series Oekaki Puzzle Shuu January 2002



Superlite 1500 Series: Oekaki Puzzle Vol.4

Developer Success
Publisher Success
Release date (jp) November 30, 2000
Genre Puzzle
Players 1 Player

Superlite 1500 Series - Oekaki Puzzle 4 is the fourth game in the picross series. The game features more than 200 different puzzles, with different puzzle size (5x5, 10x10, 15x15 or 20x20) and a tutorial about how to play the game.

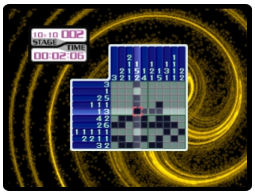


Superlite 1500 Series: Oekaki Puzzle Vol.5

6.0

Developer Success
Publisher Success
Release date (jp) April 26, 2001
Genre Puzzle
Players 1 Player

Superlite 1500 Series - Oekaki Puzzle 5 is the fifth and last game in series by Succes. Again, the game features more than 200 different puzzles, with different puzzle size (5x5, 10x10, 15x15 or 20x20) and a tutorial.



SuperLite 3in1 Series
Arcade Classic Shuu
January 2002

Superlite 1500 Series: Qix 2000

x.x

Developer Taito
Publisher Success
Release date (jp) October 26, 2000
Genre Puzzle
Players 1-2 Players

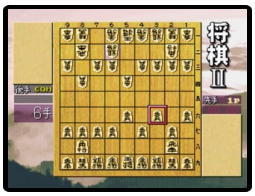
Qix 2000 offers both a remake of the original, whith updated graphic (giving the Qix itself a Tempest X3-style psychedelic flair) and adds a few power-ups to the mix. The speed-up power-up makes even slow draw fast, and fast draw faster, but the speed-down power-up negates that effect.

"kimsufi.com"

SuperLite 1500 Series: Shogi II

Developer Success
Publisher Success
Release date (jp) October 28, 1999
Genre Board game
Players 1-2 Players

SuperLite 1500 Series - Shogi II is a shogi game with different game modes and three different kind of boards, pieces and backgrounds.



SuperLite 1500 Series: Suudoku

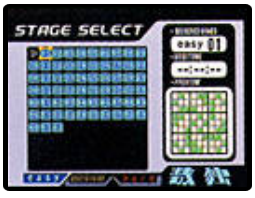
Developer NIKOLI Co.
Publisher Success
Release date (jp) May 27, 1999
Genre Puzzle
Players 1 Player

SuperLite 1500 Series - Suudoku is a sudoku game that features over 200 different sudoku challenges. The game features a story mode and a free mode.

Superlite 1500 Series: Suudoku 2

Developer Success
Publisher Success
Release date (jp) January 27, 2000
Genre Puzzle
Players 1 Player

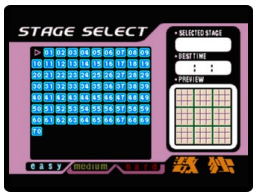
Superlite 1500 Series - Suudoku 2 is the second in the Success series of Sudoku games. The game feature the usual gameplay and game modes.

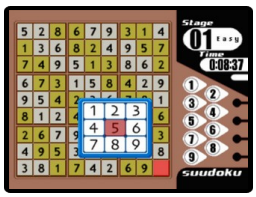


SuperLite 1500 Series: Suudoku 3

Developer Success
Publisher Success
Release date (jp) June 29, 2000
Genre Puzzle
Players 1 Player

SuperLite 1500 Series - Suudoku 3 is the third sudoku game in the series and features over 200 different sudoku challenges. The game features thee different difficulty levels, easy, medium and hard, each of them with several sudoku puzzles.

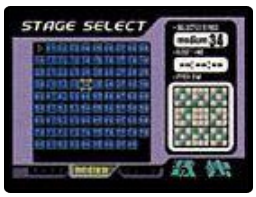




Superlite 1500 Series: Suudoku 4

Developer Success
Publisher Success
Release date (jp) November 30, 2000
Genre Puzzle
Players 1 Player

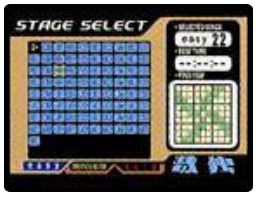
Superlite 1500 Series - Suudoku 4 is the fourth in the sudoku series and feature the usual gameplay and game modes.



Superlite 1500 Series: Suudoku 5

Developer Success
Publisher Success
Release date (jp) May 24, 2001
Genre Puzzle
Players 1 Player

Superlite 1500 Series - Suudoku 4 is the fifth and last game of sudoku games in the series and comes with the usual gameplay and game modes.



7.0

Susume! Kaizoku

Developer ArtDink
Publisher ArtDink
Release date (jp) December 3, 1998
Genre Strategy
Players 1 Player

In Susume Kaizoku - Be Pirates! the player takes the role of a pirate Captain that travel all over the world in the search of treasure.

The game features music made by the Warsaw Philharmonic.

Artdink Best Choice
December 1999

7.6

Susume! Taisen Pazurudama

Developer KCET
Publisher Konami
Release date (jp) March 1, 1996
Genre Puzzle
Players 1-2 Players

Taisen Puzzle-Dama is a puzzle game where the object is to group three balls of matching colors in a Tetris-like gameplay.The more balls the player remove at the same time, the more problems is caused on the adversary's side.

The game features eleven different characters and a 1 player and 2 player vs. mode.

Playstation the Best
March 1998

7.0

Suzu Monogatari

Developer Capcom
Publisher Capcom
Release date (jp) June 1, 2000
Genre Role-playing game, Card battle
Players 1 Player

Suzu Monogatari is a card battling RPG set inside a medieval Japanese village by the designer of the Breath of Fire series. The player takes the role of a young kid named Suzumaru that after losing the seven bells of the God, is sent to a small village to recover them. Suzumaru must walk around the village talking to different people and playing card games that will allow him to recover the bells.

Suzuki Bakuhatsu

6.6

Developer	Sol
Publisher	Enix
Release date	(jp) July 6, 2000
Genre	Puzzle
Players	1 Player

Suzuki is having a very bad day. Everything she touches turns out to be a bomb! Cell phones, cassette tapes... even an orange! Fortunately, she's also an expert at bomb disposal, so it's her job to make sure they're safely disarmed before they explode.

Suzuki Bakuhatsu is a bomb disposal game where the player must disassemble and disarm increasingly complicated and bizarre explosives.

"mobygames.com"

Syusse Mahjong Daisettai

Developer	Kamui
Publisher	King Records
Release date	(jp) August 23, 1996
Genre	Board game
Players	1 Player

Syusse Mahjong Daisettai features a story mode in which the player works at a company. At the beginning of the game, his boss tell him to play a mahjong game againts him, and during the adventure the player will be playing different mahjong games.

The game also features a free mode, different kind of boards and pieces, etc.

"kimsufi.com"

Suiko Enbu - Outlaws of the Lost Dynasty

6.3

T: Kara Hajimaru Monogatari

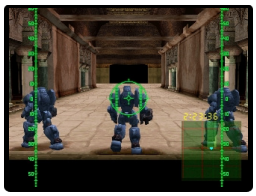
Developer	Jaleco
Publisher	Jaleco
Release date	(jp) June 4, 1998
Genre	Action-adventure
Players	1 Player

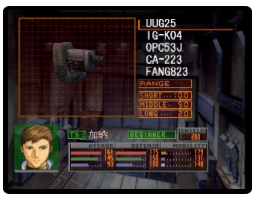
In T Kara Hajimaru Monogatari the player take the role of a young skater. One day he arrives received an e-mail on creating a graffitti, using the words: Trap, trick, trip, truth. As soon as he finished the graffiti, his mother get trapped in a vortex. To save her, he must travel after her to another world.

The gameplay revolves around fighting different enemies, activate platforms and switches, talking to characters, etc.

7.0

Tactical Armor Custom Gasaraki





Developer	tri-Ace
Publisher	Bandai
Release date	(jp) January 13, 2000
Genre	Action, Strategy
Players	1 Player

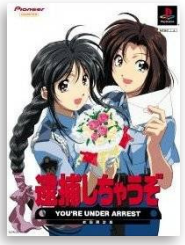
Tactical Armor Custom Gasaraki is based on Gasaraki, a mecha anime series by Sunrise. In the game, the player can choose from three different members to make an assault group for each mission. Players can choose what mecha and what weapon each member will use. The gameplay is about moving the mechas and defeat enemies.

7.0

Tadaima Wakusei Kaitakuchuu!

Developer	Pure Sound
Publisher	Altron
Release date	(jp) November 3, 1995
Genre	Action, Strategy
Players	1-2 Players

Tadaima Wakusei Kaitakuchuu! or Tadaima Wakusei Kaitaku Nata is a mix between simulation strategy game and an action game. Players select one of four teams, each with three robots, and complete different missions. During missions, players use the three robots to plant trees, build houses and destroy the other player. The game features different worlds with different natural conditions, weather and hours of day.



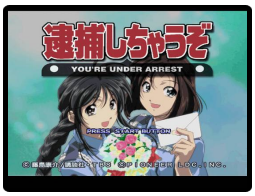
Limited Edition
March 2001

Taiho Shichauzo!

5.6

Developer Hamster
Publisher Pioneer LDC
Release date (jp) March 29, 2001
Genre Adventure, Simulation
Players 1 Player

Taiho Shichauzo, based on the manga and anime franchise, You're Under Arrest, created by Kosuke Fujishima, famous for his later series, Oh My Goddess!, is a first person perspective adventure game in which players can decide where to assign the different police teams to patrol in a specific area of the city. Depending on the time and place, events can happen and some mini games can be played. If the player wins the mini game, the team stats will increase.

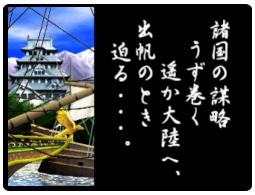


Taikai Nobunaga Ten: Ge-Ten II

9.0

Developer Hokusho
Publisher I'Max
Release date (jp) June 6, 1997
Genre Strategy
Players 1 Player

Taikai Nobunagaden - Ge Ten II is a strategy game with the final goal of a unified Japan. The game use the common menu commands, and during each turn, the player can recruite new soldiers, training the army, buying weapons, set trade ruotes, etc. Most of the time, the player will only see the game map and the movements of his and the enemies units.

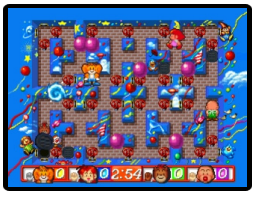


Taiketsu Rumi-Zu!

Developer Octagon Entertainment
Publisher Octagon Entertainment
Release date (jp) June 21, 1996
Genre Action
Players 1-4 Players

Taiketsu Rumi-Zu!, similar to the Bomberman series, can be played by up to 4 players at the same time. The game features eight different characters to choose from and takes place in five different worlds.

The player is in a maze. Inside the maze, there are wheels that open or close different water drains. When water comes out, players have to avoid it.



7.0

Taikou Risshiden II

Developer Koei, Inis
Publisher Koei
Release date (jp) February 23, 1996
Genre Strategy
Players 1 Player

Taikō Risshiden II is a follow-up to Taikō Risshiden. The game has a new map which spreads to Shikoku, Kyushu and Tohoku so that the player character can attack or defend more castles and roam more towns. The player character can serve under the clan they should desire. They may do so by traveling to their location and by building friendly ties with them. In general, the sequel retains the basic gameplay principle of the first game, but expands the playing area.

Koei Teiban Series
March 2001

Taikou Risshiden III

Developer Koei, Inis
Publisher Koei
Release date (jp) August 19, 1999
Genre Adventure, Strategy
Players 1 Player

Taikou Risshiden III is a another strategy game based on the life of Toyotomi Hideyoshi. In the game, the player travel around town talking with different people and spend money on things, hire a horse, sleep at the town inn, etc.

The game features two different main characters to choose at the beginning of the game. One is a young lord and the other is a young servant.

Koei Teiban Series
May 2003

9.3

Taisen Renai Simulation: Trifers Mahou Gakuen

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) April 20, 2000
Genre Dating sim
Players 1-2 Players

Taisen Renai Simulation - Trifels Mahou Gakuen is a dating simulation in which the player have to compete againts other characters to win the affection of their friends. Depending of the conversation choices or if the player wins mini games, the love meter will increase or decrease with each character.

ASCII
Casual Collection
October 2001

Taiyou no Otsuge

Developer	Progress Software
Publisher	Progress Software
Release date	(jp) April 22, 1999
Genre	Simulation, Mini-games
Players	1 Player

Taiyou no Otsuge is a tarot card game in which players provide their data and the game make a tarot diagnosis on love, study, work, health, luck, etc. The game also features mini games.

Takeo Oshima: Mahjong Teiou

Developer	Gaps
Publisher	Gaps
Release date	(jp) August 30, 1996
Genre	Board game
Players	1 Player

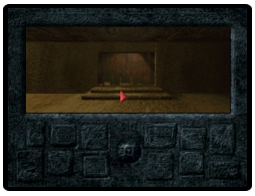
Takeo Oshima - Mahjong Teiou is a mahjong game sponsored by Japan Professional Mahjong League with several different game modes and tutorials.

Takura Makan

Developer	Interserv International
Publisher	Petra
Release date	(jp) November 22, 1996
Genre	Adventure, Puzzle
Players	1 Player

Karma: Curse of the 12 Caves is a FMV adventure set in the caves of Dun-Huang. A trap was set for a terrible demon. The trap worked all too well as it also trapped the stone cutters that built the trap in the walls of the cave. It is the players mission to go in and unlock the stone cutters by solving various puzzles based on Chinese myth and lore.

"mobygames.com"



7.4

Tales of Fandom Vol. 1

Developer Namco
Publisher Namco
Release date (jp) January 31, 2002
Genre Other, Puzzle
Players 1-2 Players

Tales of Fandom Vol.1 is the first game in the Tales of Fandom sub-series to the Tales RPG Series. It features the characters from Tales of Phantasia, Tales of Destiny, and Tales of Eternia. The two versions of Tales of Fandom Vol.1 are the Cless Version and the Mint Version.

The PS2 sequel entitled Tales of Fandom Vol.2, also featured two versions, a Luke Version, and a Tear Version.

Mint Version
January 2002

8.6

Tales of Phantasia

Developer Wolf Team
Publisher Namco
Release date (jp) December 23, 1998
Genre Role-playing game
Players 1 Player

Tales of Phantasia is a role-playing video game originally developed by Telenet Japan's "Wolf Team" as the first title in Namco's Tales series. The game was Initially released for the Super Famicom in December 1995, and later ported to the PlayStation. The PlayStation remake contains new features, including an animated opening sequence produced by Japanese studio Production I.G., re-drawn character sprites and backgrounds, and re-recorded character audio to better accommodate the compact disc format.

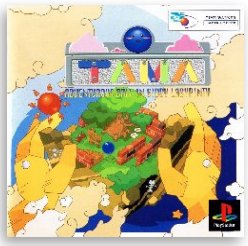
PlayStation the Best
September 2000

Tall Twins Tower

Developer Techno Soleil
Publisher Techno Soleil
Release date (jp) Techno 2, Soleil
Genre Puzzle
Players 1-2 Players

Tall: Twins Tower is the sequel to Tall: Infinity, and builds directly on the ideas to the original. The gameplay is largely the same, but new in this version is the choice between two different characters, each with different special abilities. One has the ability to pick up a block that's between two other blocks, and would otherwise be immovable. The other has the ability to shift a layer of blocks horizontally.

"mobygames.com"



TAMA

6.5

Developer	Time Warner Interactive
Publisher	Time Warner Interactive
Release date	(jp) December 3, 1994
Genre	Puzzle
Players	1 Players

Tama: Adventurous Ball in Giddy Labyrinth is a videogame version of the old wooden labyrinth game. Players have to guide Tama, a ball shaped being, to the goal of several different labyrinths. Players guide Tama by tilting the entire labyrinth at all sorts of angles. The main obstacle going against the player is the timer that is always counting down. Players have to reach the goal before the time is up.

Tamago de Puzzle

Developer	Matrix Software
Publisher	SCEI
Release date	(jp) May 20, 1999
Genre	Puzzle
Players	1-2 Players

Tamago de Puzzle is a puzzle game based on another Sony game, Hermie Hopperhead. Game modes include: Story mode, where player goes through the story defeating different opponents. Vs. mode, where one play against another player or the computer. And 1 Player mode, where the player have to make eggs combinations to fill a bar on the right side of the screen to win.

Tanaka Torahiko no Uru Tora Ryuu Shogi

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) September 9, 1999
Genre	Board game
Players	1-2 Players

Tanaka Torahiko no Uru Tora Ryuu Shogi is a shogi game featuring the usual gameplay and game modes. The game also feature a tutorial where Tanaka Torahiko teach players the game of shogi.

Tanoshii Mahjong

Developer Chatnoir
Publisher Koei
Release date (jp) December 17, 1998
Genre Board game
Players 1 Player

Tanoshii Mahjong is a mahjong game that features 18 fantasy characters, like Alice, Dracula, martians, aliens, and have them fight for their territories. To win each territory, the player have to win mahjong games againts other characters. There is also a global ranking of points for each character.

Koei
Summer Campaign
July 1999

8.0

Tantei Jinguuji Saburo Early Collection

Developer Media Rings
Publisher Data East
Release date (jp) August 5, 1999
Genre Adventure
Players 1 Player

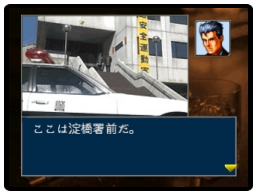
Tantei Jinguji Saburo - Early Collection is a port of the first game in the FamiCom series, Jinguuji Saburo. The player takes the role of the 32 years old detective, Saburo Jinguuji, out to solve deadly crimes, that is supported by a cast which includes his assistant Yoko Misoni and local police inspector Sanzo Kumano.

"kimsufi.com"

Fukyuuban 1500 Series
February 2001

8.0

Tantei Jinguuji Saburo: Mikan no Rupo



Developer Data East
Publisher Data East
Release date (jp) November 29, 1996
Genre Adventure
Players 1 Player

Mikan no Rupo is the fifth game in the series. As with previous entries in the series, the game progresses mostly through menu selection, as players slowly piece together a solution to the case.

The game was released on Nintendo DS as part of the Jake Hunter Memories of the Past, this is the case 5 named The Red-Eyed Tiger.

Fukyuuban 1500 Series
December 2000

Fukyuuban 1500 Series
October 2000

Tantei Jinguuji Saburo: Touka ga Kienu Aidani

6.0

Developer Data East
Publisher Data East
Release date (jp) November 25, 1999
Genre Adventure
Players 1 Player

Tomisibi ga keinu ma ni, or Touka ga Kienu Aidani (lit. While the Light Remains) is the seventh game in the series.

The game tells the story of an injured young man who takes refuge at the detective agency. Investigation of two cases becomes complex as they are gradually get woven together.

Fukyuuban 1500 Series
October 2000

Tantei Jinguuji Saburo: Yume no Owarini

7.0

Developer Media Rings
Publisher Data East
Release date (jp) April 23, 1998
Genre Adventure
Players 1 Player

Yume No Owari Ni is the sixth game in the series. As with previous entries in the series, the game progresses mostly through menu selection, as players slowly piece together a solution to the case. The game fatures multiple endings. Within the game area there are few mini games such as a Slot machine, Black Jack and Joker.

Taregoro: Tarepanda no Iru Nichijou

Developer Bandai
Publisher Bandai
Release date (jp) August 31, 2000
Genre Simulation
Players 1 Player

Taregoro Tarepanda no Iru Nichijou is a simulation game based on the Tarepanda character. Players is a owner of a panda pet they can take to different places of their house, or town, and let him enjoy playing with different things and toys that the player can buy him at the town's shop. Players can also take pictures of the panda or the scenery.

8.0

Tasogare no Ode: Ode to the Sunset Era

Developer Tonkin House
Publisher Tonkin House
Release date (jp) December 26, 1996
Genre Role-playing game
Players 1 Player

In Tasogare no Ode - Ode to the Sunset Era, Ruckert, a troubadour, wakes up on a beach after beeing shipwrecked. He realise that he has lost his instruments and decide to go to a village near the beach. As soon as he arrives he get caught in a barroom fight. To advance the game, players will have to use different objects that they will obtain talking to characters.

Best Price
August 2000

7.0

Tatsunoko Fight

Developer Takara
Publisher Takara
Release date (jp) October 5, 2000
Genre Fighting
Players 1-2 Players

Tatsunoko Fight is a two-dimensional, one-on-one fighting game where players must defeat their opponent in two of three rounds in order to advance.

The game features characters from various Tatsunoko superhero properties in addition to original creations developed exclusively for the game. Each series is represented by characters, backgrounds, music, and voice actors from the original television programs.

The Best Takara Mono
March 2003

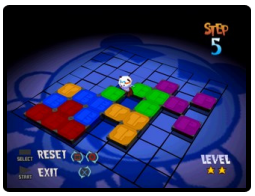
7.8

TearRing Saga

Developer ASCII Entertainment
Publisher Enterbrain
Release date (jp) May 24, 2001
Genre Tactical role-playing game
Players 1-2 Players

Tear Ring Saga: Yutona Eiyū Senki is a tactical role-playing game developed by Tirnanog, a development studio started by Shouzou Kaga, the creator of the Fire Emblem series.

The game is a war simulation RPG where the player places units on a gridded two-dimensional map and attempts to fulfill the objectives in each scenario. The view returns to a larger world map once the battle ends, and the player can choose to travel to new locations as the game progresses.

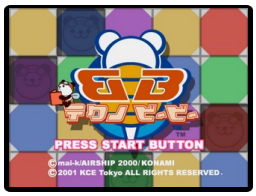


Techno Bibi

Developer Konami
Publisher Konami
Release date (jp) April 26, 2001
Genre Puzzle
Players 1 Player

Techno BB is a PlayStation title where players match up beats as represented by coloured tiles with the ultimate ambition of unleashing a Fever Chain. The gameplay allows players to get involved right away, but has hidden and subtle complexities that appear on further inspection which its compulsive gameplay richly deserves.

"kimsufi.com"



Koei Teiban Series
March 2001

Teitoku no Ketsudan II

9.5

Developer Koei
Publisher Koei
Release date (jp) August 23, 1996
Genre Strategy
Players 1-2 Players

P.T.O.: Pacific Theater of Operations II is a Koei game that depicts the conflict between the USA and Japan during World War II. The player takes control of the Navy forces of both nation, and tries to outsmart each other.

The series began on PC, MSX, Genesis, SNES, PC-98, and X68000.

Koei Teiban Series
November 2002

Teitoku no Ketsudan III

8.0

Developer Koei
Publisher Koei
Release date (jp) March 28, 1997
Genre Strategy
Players 1 Player

Teitoku no Ketsudan III is the third game in Koei's World War II-themed strategy games series, known as Pacific Theater of Operations in North Americat, and the second released for the PlayStation. It focuses on naval combat in the maritime theaters of World War II, encompassing the Pacific Ocean, Mediterranean Sea, Atlantic Ocean, and Indian Ocean, with the option of playing as one of four major maritime powers of the time: Germany, Japan, the United Kingdom, or the United States.

Tenma de Jack: Odoroki Manenoki Daitoubou

Developer Exrays
Publisher Enix
Release date (jp) March 23, 2000
Genre Platformer
Players 1 Player

Ten Made Jack is a platformer loosely based on the Jack and the Beanstalk fairytale. Jack must escape up the beanstalk as he is being pursued, and must reach the goal within the time limit. There are a host of enemies in his way, and flowers have to be rescued too. Water bottles are on hand, to help the beanstalk grow in the right places, put out fires, or delay the progress of enemies.

Tenchi Muyou! Toukou Muyou

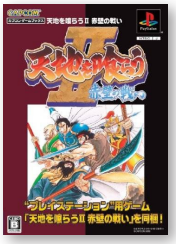
6.7

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) September 13, 1996
Genre Adventure
Players 1 Player

Tenchi Muyou! Toukou Muyou - No Need for School is an adventure game based on the Tenchi Muyo! franchise. As a Output Supervisor, Tarou Maki had the final word over the game's content. All of the graphics were handled by AIC and all of the music was supervised by LDC.

Tenchi o Kurau II: Sekiheki no Tatakai

7.4



Capcom Game Books
October 2006

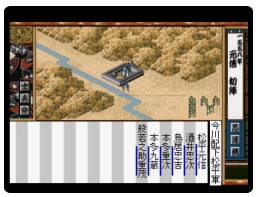
Developer Capcom
Publisher Capcom
Release date (jp) March 22, 1996
Genre Beat'em up
Players 1-2 Players

Tenchi wo Kurau II - Sekiheki no Tatakai is a port of a 1992 arcade game of the same name. The game, which uses the manga Tenchi wo Kurau (based on the Romance of the Three Kingdoms story) as the background, is the sequel of Dynasty Wars.

The game feature nine stages, in each of which there are large mobs and at least one Wei boss.

Tenga-Seiha

6.0



Developer	Ron
Publisher	Imagineer
Release date	(jp) February 21, 1997
Genre	Strategy
Players	1 Player

Tenga Seiha is a strategy/simulation game based on the Mediaval japan shogunate era. The game is divided into different sections, the main one is inside the player characters house, where he meet with his generals and spies that will provide him advices to improve the army, the land, etc. Other part of the game is a overview of the main town, and the battle, where players can select which action they want their army to make.

Tenka Touitsu

6.0

Developer	Unbalance
Publisher	Unbalance
Release date	(jp) February 4, 1999
Genre	Strategy
Players	1 Player

Tenka Touitsu is a strategy game that takes place in the shogunates: Tokugawa Ieyasu (1543-1616), Tokugawa Hidetada (1579-1632). The game feature different actions that will allow players to move units among other things in each turn, etc.

Tenkuu no Restaurant

Developer	Media Factory
Publisher	Media Factory
Release date	(jp) November 16, 2000
Genre	Board game
Players	1-4 Players

Tenkuu No Restaurant is a board game that features a race between different characters to have the best restaurant. The players use a dice to move around the board and collect different ingredients. When they get enough to prepare a dish, a jury will judge it and reward depending on the quality.

PSOne Books
January 2002

Tenkuu no Restaurant: Hello Project Version

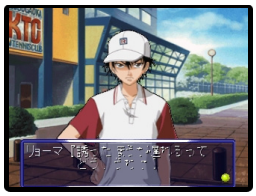
Developer	Media Factory
Publisher	Media Factory
Release date	(jp) January 3, 2001
Genre	Board game
Players	1-4 Players

This version of Tenkuu No Restaurant features the Morning Musume as characters as well as other Hello Project characters. The difference between this version and the original Tenkuu No Restaurant game is that the jury are the Hello Project characters.

The game features voices of the Morning Musume girls and the other Hello Project characters.

Tennis no Oji-Sama: Sweat & Tears

8.0



Konami the Best
September 2003

Developer	Tenky
Publisher	Konami
Release date	(jp) September 26, 2002
Genre	Adventure, Simulation
Players	1 Player

Tennis no Oji-Sama - Sweat & Tears is based on The Prince of Tennis, a popular Japanese shonen manga series written and illustrated by Takeshi Konomi.

The game features Ryouma's tennis club, strong willed characters, and an new storyline. At the beginning of the game, players can choose if they wants their character to be a male or a female. The game also features some mini games.

Tennis no Oji-Sama

Konami the Best
December 2002

Developer	Winkysoft
Publisher	Konami
Release date	(jp) February 28, 2002
Genre	Strategy, Sports
Players	1 Player

Tennis no Oji-Sama - The Prince of Tennis was the first PlayStation game based on the manga. The game focuses more on a kind of strategy tennis game. The player can select the shot that the character will do pressing a button at the proper time. The game features Japanese voice acting for the characters.

Game modes include: Story Mode, Vs. Mode, and Tutorial.

Tensen-Nyannyan: Gekigyouban

Developer Time Point
Publisher Time Point
Release date (jp) February 26, 1998
Genre Board game
Players 1 Player

Tensen Nyannyan Gekigyouban is a adventure mahjong game in which the player controls a young girl that advance through the story playing mahjong games against other characters she encounter during her journey. The gameplay is the usual mahjong game.

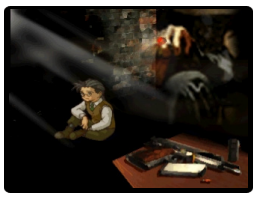
Tenshi Doumei

8.0

Developer TGL
Publisher TGL
Release date (jp) April 23, 1998
Genre Tactical role-playing game
Players 1 Player

At face value, Tenshi is a tactical strategy game where players move units and attack or defend against cadres of adversaries. Attacks consist of long range artillery attacks and close-range bouts where players invariably punch an enemy mech. The drawback of a punch is that the opponent will counter-attack within the close range. A long range fire attack will not prompt any return fire.

"kimsufi.com"

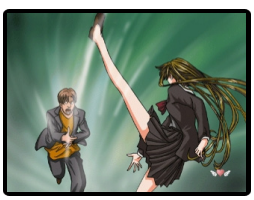


Tenshi na Konamaiki

6.0

Developer Kamui
Publisher Bandai
Release date (jp) September 26, 2002
Genre Dating sim
Players 1 Player

Tenshi Na Konamaiki, based on a comedy romance manga series by Hiroyuki Nishimori, features Japanese voices for all the game characters in a first person perspective. The game also features different endings depending on the choices made by the player.

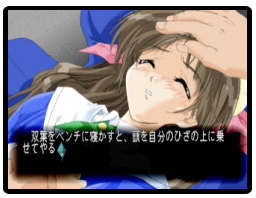


Tenshi no Shippo

Developer	Bandai
Publisher	Bandai
Release date	(jp) February 27, 2003
Genre	Simulation
Players	1 Player

Tenshi no Shippo, based on the Angel's Tails anime series produced by Wonderfarm and Tokyo Kids, is a simulation game in which the player decides what each girl should do each week and improve their levels. The game features Japanese voice acting, and there are different events that happens on different places each week.

Tentama



Developer	KID
Publisher	KID
Release date	(jp) January 25, 2001
Genre	Dating sim
Players	1 Player

Tentama tells the story of an angel in training. To become a full angel, he has to visit Hayasegawa Shiina and help his schoolmates be happy, while finding a girlfriend.

In the game, Kid introduced a very interesting system. Players can see the Tentama world from different characters' perspective and their thoughts/feelings at that moment.

"kimsufi.com"

8.1

Tetris with Card Captor Sakura: Eternal Heart

Developer	Arika
Publisher	Arika
Release date	(jp) August 10, 2000
Genre	Puzzle
Players	1-2 Players

The game is a tetris game with the theme of Sakura Kinomoto and her friends. Players can choose from Sakura, Tomoyo, Shaoran, and more characters as they attempt to seal the Clow Cards to prevent chaos in the world. Players clear lines and reveal more cards, and watch for hidden gems in the pieces that contain unspeakable power.

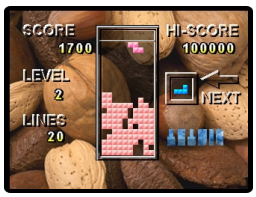
Playstation the Best
June 1997

Tetris X

8.0

Developer	Bullet Proof Software
Publisher	Bullet Proof Software
Release date	(jp) March 29, 1996
Genre	Puzzle
Players	1-4 Players

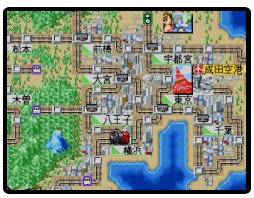
Tetris X is just a tetris game with two game modes: Battle and Classic mode. In Battle mode, players can play up against 3 players or against the computer.



Tetsudou O '96: Ikuze Okuban Chouja

Developer	Atlus
Publisher	Atlus
Release date	(jp) December 15, 1995
Genre	Board game
Players	1-4 Players

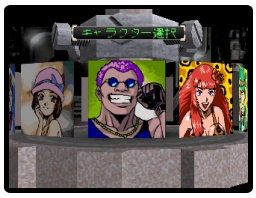
The goal of the game is to become the Railway king. Players face one to three rivals that compete to the goal first. The gameplay is the usual in a Japanese board game with some mini games. The game feature nine different characters to choose from.

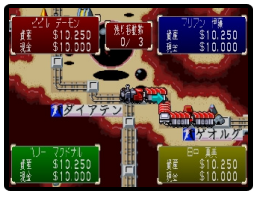


Tetsudou O 2: Sekai Seifuku no Yabou

Developer	Earthly Soft
Publisher	Atlus
Release date	(jp) September 25, 1997
Genre	Board game
Players	1-4 Players

Tetsudo oh 2 - Sekai Seifuku no Yabou, the sequel to Tetsudo oh '96 - Ikuze Okuban Chouja, is another board game with some mini games. The game feature ten different characters to choose and four different boards to play (World, United States, Australia and Japan).



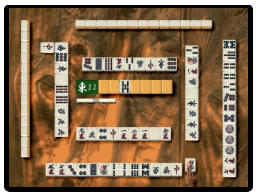


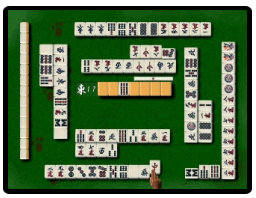
Tettelkaiseki Hissyou Pachislot Doujyho Yamasa & Pioneer

Developer	Hiromi
Publisher	Hiromi
Release date	(jp) November 12, 1998
Genre	Casino
Players	1 Player

Tettelkaiseki Hissyou Pachislot Doujyho Yamasa & Pioner is a slot machine simulator that feature five different slot machines along with the usual gameplay and game modes.

That's Pon!





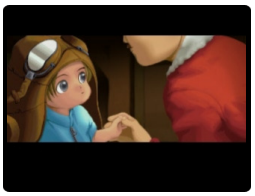
Developer	Shoeisha
Publisher	Shoeisha
Release date	(jp) May 12, 1995
Genre	Board game
Players	1 Player

That's Pon! is an early PlayStation title and a mahjong game in which the player can play against three computer opponents and change the background graphic.

That's QT

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) January 27, 2000
Genre	Simulation
Players	1 Player

That's QT is a design game in which the player can design different clothes. The game provides more than 30000 items that permits a lot of different combinations. Players take control of every aspect of a small fashion boutique, from running the cash register and hiring models and assistants, to choosing the look and music for the store and placing magazine ads.

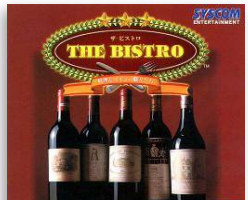


The Airs

7.9

Developer	Pack in Soft
Publisher	Victor Interactive Software
Release date	(jp) March 25, 1999
Genre	Role-playing game, Adventure
Players	1 Player

Developed by Pack in Soft, The AIRS has a wide variety to offer players. First and foremost are the Taplers. Taplers are flying machines used by the inhabitants of Floatia to move between continent. Taplers are also raced in the “Celestial Cannonball” once every decade, a race full of dangers, which claimed the life of Tigaro’s father. By selecting from over 70 seperate parts, players can upgrade their Tapler, which changes form, depending on the parts applied to it.



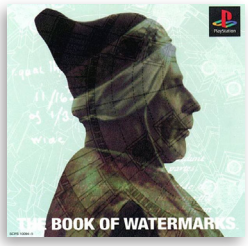
The Bistro

8.0

Developer	Syscom Entertainment
Publisher	Syscom Entertainment
Release date	(jp) February 17, 2000
Genre	Simulation, Strategy
Players	1 Player

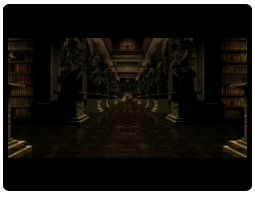
The Bistro - Ryouri & Wine no Shokunin-tachi is a simulation game in which the player can own his own bistro restaurant, hiring the different staff members, selecting the foods and drinks, etc. The goal of the game is to have the best restaurant in the city.

The game features three main countries to choose (Japanese, Italian and French) over 230 different kinds of wine and a complete encyclopedia of meals and drinks.



The Book of Watermarks

7.0



Developer	Arc Entertainment
Publisher	SCEI
Release date	(jp) July 15, 1999
Genre	Adventure
Players	1 Player

The Book of Watermarks is based on Shakespeare’s “The Tempest”. The game tells the story of the Prince of Naples, Ferdinand, who has to help the Duke of Milan, the magician Prospero, to find his magic books. Without the books, the island is going to collapse, so Ferdinand goes search for them on a mysterious island and library.

6.0

The Conveni: Ano Machi wo Dokusen Seyo

Developer Masterpiece, Access
Publisher Human Entertaiment
Release date (jp) March 28, 1997
Genre Strategy
Players 1 Player

The first game in the conveni series features different kind of buildings, furnitures, and employees for the player to build his own conveni empire. At the beginning, players starts with a small shop, but with smart decissions and luck they will earn enough money to buy better shops and goods.

MajorWave 1500
November 2000

7.0

The Conveni 2: Zenkoku Chain Tenkai da!

Developer Access
Publisher Human Entertaiment
Release date (jp) December 18, 1997
Genre Strategy
Players 1 Player

The second game in the conveni series features different kind of buildings, furnitures, employees for the player to build his own conveni empire. New to the series is a isometric view inside buildings.

Major Wave 1500
January 2001

The Conveni Special

Developer Masterpiece
Publisher Ardink
Release date (jp) March 12, 1998
Genre Strategy, Role-playing game
Players 1 Player

The Conveni Special, the third and last game in the conveni series, feature new different kind of buildings, furnitures, employees for the player to build his own conveni empire.

First time in the series are different kind of worlds, like a world of cats, where characters, instead of the usual humans, are cats. Also for the first time is the RPG mode.

Artdink Best Choice
January 2000

The Curling

6.0

Developer Success
Publisher Success
Release date (jp) July 1, 1999
Genre Sports
Players 1-2 Players

The Curling is a 2D curling game that features six selectable characters and the two game modes: 1 Player vs Computer and 1 Player vs 2 Player.

Reprint
March 2000

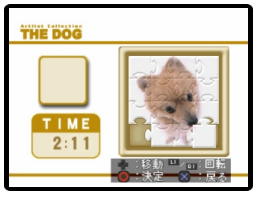
The Deep: Ushinawareta Shinkai

Developer Marionette
Publisher Virgin Interactive
Release date (jp) October 18, 1996
Genre Adventure, Simulation
Players 1 Player

The Deep - Ushinawareta Shinkai is a submarine simulation game with some adventure parts. The game begins when a plane crashed in the Atlantic Ocean. The day after the accident an organization for which the player works for start an underwater expedition to find the rest of the crash.

The Dog Master

8.1



Developer Visit
Publisher Visit
Release date (jp) August 7, 2003
Genre Edutainment, Mini-games
Players 1 Player

The game is divided into different sections: A image viewer, a jigsaw puzzle game, a quiz game, and a database of the different breeds, showing them and their characteristics.

The game came in a box set which includes a puppy CD carrying case (seen on the cover picture). The pup's mouth opens up to hold up to eight CDs in individual slips.

The Dream Circus

Developer TGL
Publisher TGL
Release date (jp) February 25, 1999
Genre Mini-games, Strategy
Players 1-2 Players

The Dream Circus is a 2D cartoon game in which the player owns a futuristic circus. Players can select the zone to install the circus, choose the employees, buy new things and try to earn money to improve their circus. The game is divided into six different islands where players will perform and buy new things. The main goal of the game is to make the best circus on the planet.

The Drugstore

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) August 6, 1998
Genre Strategy
Players 1 Player

The Drug Store: Matsumoto Kiyoshi de Okaimono! is a simulation game in which players build their own Drug Store shop. Players start choosing the place of their shop, then choose the furnitures and goods to be sold in their store.

Major Wave Series
December 2000

The FamiRes

Developer ArtDink
Publisher ArtDink
Release date (jp) December 3, 1998
Genre Strategy
Players 1 Player

The Famires is a restaurant empire simulation game in which players can choose between five different areas to build their restaurant and hire employees. Players has to compete against other restaurants that are around the town, in making it the most successful. The game features four speed modes and weather effects, like rain, etc.

SuperLite 1500 Series
May 2003

MajorWave Series
May 2003

The FamiRes: Shijou Saikyou no Menu

Developer Human Club
Publisher Human Entertaiment
Release date (jp) December 17, 1998
Genre Strategy
Players 1 Player

Another Resturant game in the FamiRes series where players build their own restaurant empire in which they can control all the elements of a restaurant: Select the place where they want the restaurant. Contract or dismiss their employees (cooks, waitress, etc.). Select the menu and meals. Contract publicity on tv, radio, newspapers, etc.

Reprint
May 1999

The Firemen 2: Pete & Danny

7.5

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) December 22, 1995
Genre Action
Players 1-2 Players

The Firemen 2, sequel to the SNES game The Firemen, tells the story of the two courageous firemen, Pete Grey and Danny McClean. They're busy keeping New York City safe from rampaging fires. The game takes place on Christmas Eve. Guided by their correspondent back at the station, Winona, Pete and Danny must visit multiple areas across the city, and put a stop to a series of mysterious fires that have been popping up all over.

"kimsufi.com"

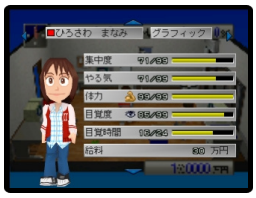
SuperLite 1500 Series
March 2000

The Game Maker

4.0

Developer Kuusou Kagaku
Publisher September 1998
Release date (jp) September 23, 1998
Genre Strategy
Players 1 Player

The Game Maker puts players in the role of a chief of a team of game programmers. Players can hire new members for their team, buy new items to make them feel more happy at work, etc. For each game to be completed, there are some parts that have to be done by each programmer. For example, a part of the game with the colour green can only be done by a member of the team that knows about the green subject.



The Great Battle VI

Developer Aspect
Publisher Banpresto
Release date (jp) April 11, 1997
Genre Action
Players 1 Player

The Compati Hero Series is a video game series that serves as crossover between Ultraman, Kamen Rider, also known as Masked Rider, and Gundam. In the Great Battle VI, gameplay is varied with platform shoot em up sections, vertically scrolling shoot em up levels, and one on one beat em up battles. Each of the characters possesses an array of special techniques to get them out of a squeeze.

The Heiwa Otenki Studio

Developer Aqua Rouge
Publisher Aqua Rouge
Release date (jp) March 29, 2001
Genre Casino
Players 1 Player

The Heiwa Otenki Studio is a collection of pachinko machines that features 2D cartoon characters and different levels of zoom. The game is also dual shock compatible.

The King of Fighters '96

7.9

Playstation the Best
July 1998

Developer SNK
Publisher SNK
Release date (jp) July 4, 1997
Genre Fighting
Players 1-2 Players

The King of Fighters '96 is the third game in The King of Fighters series, following The King of Fighters '95. Like its predecessor, the game was ported to the Neo-Geo CD, as well as the PlayStation and Sega Saturn. Unlike the previous game, the PlayStation and Saturn versions were released only in Japan, with a language setting allowing the player to set the game to English.

PSOne Books
March 2003

The King of Fighters ‘97

8.1

Developer SNK
Publisher SNK
Release date (jp) May 28, 1998
Genre Fighting
Players 1-2 Players

Additions this year come in the form of slightly improved graphics and sounds, new moves and a new game mode. Gameplay is much more plot-driven, as players have middle-bosses that can change depending on what team they select. In addition, there are several special endings which are only shown when certain “Edit Team” combinations are selected.

“mobygames.com”

PSOne Books
March 2003

The King of Fighters ‘98

8.1

Developer SNK
Publisher SNK
Release date (jp) March 25, 1999
Genre Fighting
Players 1-2 Players

The King of Fighters ‘98 takes a break from the Orochi plot line and instead is presented as a “Dream Match” game where the KOF roster duke it out for the top spot (similar to Ultimate Mortal Kombat 3, but without the storyline component). Most of the characters from the past four years return, thus providing the player with a very large roster containing 38 characters. Many of the characters have been altered in an attempt to make the game balanced regardless of the player’s choice of fighter.

SNK Best Collection
September 1999

The King of Fighters Kyo

6.8

Developer Yumekobo Co.
Publisher SNK
Release date (jp) August 27, 1998
Genre Adventure, Fighting
Players 1-2 Players

The King Fighters of Kyo is a spin-off from SNK’s successful fighting games that focuses on the series main character: Kyo Kusanagi. The game takes place 11 months after the ‘96 tournament, and covers the months prior to the ‘97 tournament and the tournament itself from an RPG-like point of view. Players control Kyo, and go around the world advancing a plot line related to the Orochi storyline and his eternal enemy, Iori Yagami, by interacting with other characters from the series.

9.0

The Legend of Heroes I & II: Eiyuu Densetsu

Developer	Nihon Falcom
Publisher	GMF
Release date	(jp) June 25, 1998
Genre	Role-playing game
Players	1 Player

The Legend of Heroes I & II is a bundle composed of two games of the Legend of Heroes series: The Legend of Heroes and The Legend of Heroes II, originally released for various 8-bit computer platforms. The first Legend of Heroes was the sixth game in the Dragon Slayer line of games, and the first in the The Legend of Heroes series.

8.0

The Legend of Heroes III: Shiroki Majo

Developer	Nihon Falcom
Publisher	GMF
Release date	(jp) March 19, 1998
Genre	Role-playing game
Players	1 Player

The Legend of Heroes III is port of a role-playing game originally released in 1993 for the NEC PC-9801. The game is actually the second of the Gagharv Trilogy and the third in the Dragon Slayer: The Legend of Heroes series.

A remake of the game was released for the PSP in 2004, and was later given a North America release in 2006.

7.0

The Legend of Heroes IV: Akai Shizuku

Developer	Nihon Falcom
Publisher	GMF
Release date	(jp) August 27, 1998
Genre	Role-playing game
Players	1 Player

The Legend of Heroes IV - Akai Shizuku is a role-playing game, originally released in 1996 for the NEC PC-9801. It is the fourth game in the The Legend of Heroes series, and the first in the series' "Gagharv Trilogy".

A remake was released for the PSP as The Legend of Heroes: A Tear of Vermillion in North America.

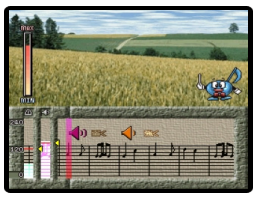
w/ Baton
July 2000

The Maestro Music

Developer Global A Entertainment
Publisher Global A Entertainment
Release date (jp) July 27, 2000
Genre Music
Players 1 Player

The Maestro Music put the player in the role of an orchestra conductor armed with a conductor's baton. Players take charge in guiding an orchestra or group of musicians into symphony. Conductors daintily move their wands and band members eyeball that wand in order to play the music. Make the wrong move and discord enters the melody but flow like water and the players are on their way to victory.

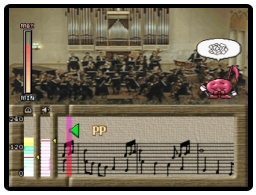
"kimsufi.com"



The Maestro Music Encore Disc

Developer Global A Entertainment
Publisher Global A Entertainment
Release date (jp) December 7, 2000
Genre Music
Players 1 Player

The Maestro Music Encore Disc is a append disc featuring different songs. The game, as most append discs, needs the original The Maestro Music to work. Players load The Maestro Music game and select the data disc in the options menu, when the game ask for the disc change, players insert the Encore disc for more songs to play.



The Maestro Music Merry Christmas Append

Developer Global A Entertainment
Publisher Global A Entertainment
Release date (jp) December 7, 2000
Genre Music
Players 1 Player

Another append disc for The Maestro Music. This append disc features different Christmas songs. The game needs The Maestro Music to work.

3.0

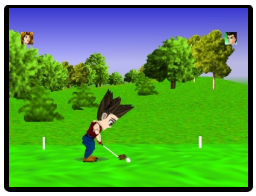
The Master's Fighter

Developer	Cinema Supply
Publisher	Cinema Supply
Release date	(jp) November 20, 1997
Genre	Fighter
Players	1-2 Players

The Master's Fighter is a 2D fighting game in the style of the Street Fighter series. The game features the game modes: Story mode, where the player select one of the game character's and defeat the rest of the characters. VS. Mode, players fight against another player or a computer player. And Watch Mode, where players watch a fight without playing. The game features eleven different selectable characters.

8.0

The Match Golf



Developer	Marble
Publisher	Zoom-X
Release date	(jp) January 22, 1998
Genre	Sports
Players	1-2 Players

The Match Golf is a golf game featuring cartoon graphics and seven different character to choose. The game use the match play mode: players that wins more holes win the match. The game features different camera angles, a practice and a match play mode and the player can choose to play againts the computer or against another player.

9.5

The Murasaki Kinshiro

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) May 2, 2000
Genre	Puzzle
Players	1 Player

The Murasaki Kinshiro is a puzzle game that uses mahjong pieces. The game features 200 different stages. The gameplay is about getting the character to the stage exit. The player have to make the mahjong pieces dissapear by joining them, then push them in a direction to make it join another of the same style. The game also features a back button to repeat the movement.

Limited Edition
June 1999

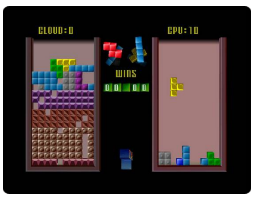
The Mystic Dragoons

7.0

Developer Dual
Publisher Xing Entertainment
Release date (jp) June 17, 1999
Genre Role-playing game
Players 1 Player

The Mystic Dragoons tells the story of a dragon knight blood boy, born and raised in the Dragon field, who get involved in a war between the Dragon Knights and their rivals. The game feature classic turn based RPG.

The Limited Edition contains a small illustration book by Sachiko Kamimura.

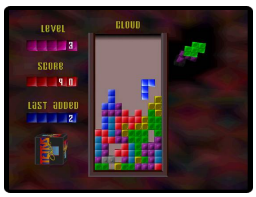


The Next Tetris DLX

Developer Blue Planet Software
Publisher Bullet Proof Software
Release date (jp) December 16, 1999
Genre Puzzle
Players 1 Player

The Next Tetris DLX is a version of the shape based puzzler that keeps the 3D to the next approaching shape and the Tetris logo, but leaves the game firmly in the 2D plane. The game features a Classic mode with the traditional game, a Puzzle version which sets up the screen with a pre determined play area to be cleared and the new fangled Dual Shock compatible version.

"genkivideogames.com"



MajorWave 1500
April 2002

The Oni Taiji: Mezase! Nidaime Momotarou

6.0

Developer O-Two
Publisher Nippon Ichi Software
Release date (jp) October 13, 1995
Genre Board game
Players 1-4 Players

The Oni Taiji - Mezase! 2-daime Momotarou is a board game based on the tale of Momotaro, a popular hero from Japanese folklore.

The game features different mini games and can be played by up to 4 players at the same time.

The Open Golf: History of Turnberry

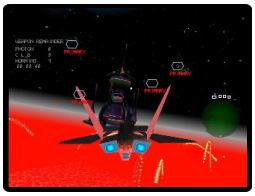
Developer	Banpre Kikaku
Publisher	Banpresto
Release date	(jp) July 19, 1996
Genre	Sports
Players	1-3 Players

The Open Golf - History of Turnberry is a 3D golf game that let players compete in the tournaments of 1977, 1986 & 1994. The game also features a vs. mode.

Turnberry is a golf resort on the coast of the outer Firth of Clyde in southwestern Scotland.

6.0

The Operation Death Wing



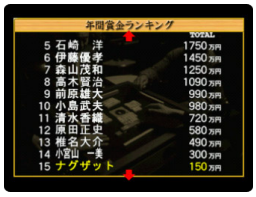
Developer	Cybertech Designs
Publisher	Cybertech Designs
Release date	(jp) October 25, 1996
Genre	Shooter
Players	1 Player

The Operation Death Wing is set in the future where humanity use space ships to travel. The player is a pilot of a space ship that have to complete different missions through different levels, including volcan worlds, electric storms, etc. The game have different routes that can be taken after completing a mission.

The game feature 12 audio tracks that can be listened to on any CD player.

3.0

The Pro Mahjong: Menkyo Minnaten



Developer	Chatnoir
Publisher	Naxat Soft
Release date	(jp) December 17, 1998
Genre	Edutainment
Players	1 Player

The Pro Mahjong - Menkyo Minnaten is a mahjong game sponsored by the Professional Mahjong Federation, where players can learn the game of mahjong.

Reprint
December 2000

The Rapid Angel

7.0

Developer Techno Soleil
Publisher Techno Soleil
Release date (jp) August 13, 1998
Genre Platformer
Players 1-2 Players

Rapid Angel is a mix of 2D platformer and beat-'em-up, so the players will explore the levels fighting enemies, collecting power-ups and avoiding traps. While basic moves are the same for all characters (running, double-jumping, using bombs etc.), each girl has her unique fighting style with Natsumi and Ayane relying on physical attacks and Haruna using mostly distance-type magic attacks. Particular fragments of levels and story sequences are different depending on the character chosen by the player.

The RonRon

Developer SunSoft
Publisher SunSoft
Release date (jp) May 2, 2000
Genre Puzzle
Players 1 Player

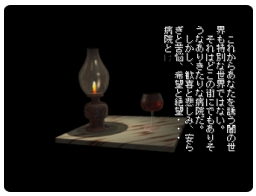
Ron-Ron (Dragon Dragon) is a puzzle game originally released in 1994 for the arcades. As in the Shanghai game series, players match two tiles of the same kind to make them dissappear.

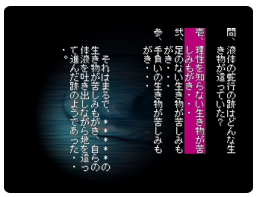
The Shanghai

Developer SunSoft
Publisher SunSoft
Release date (jp) May 2, 2000
Genre Puzzle
Players 1 Player

The Shanghai is another mahjong tile puzzler based on the ancient game. Gameplay revolve around removing 144 tiles from a pyramid; two matching tiles at a time. Removing the wrong two tiles will leave the game with no more matching pairs.

6.0





The Shinri Game

Developer Visit
Publisher Visit
Release date (jp) April 26, 1996
Genre Trivia
Players 1 Player

The Shinri Game is the first game in the psychological game series for the PlayStation. In these games, the player have answer different kind of psychological questions. After the tests, the game will show their results.

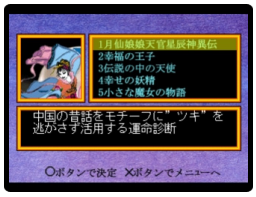
Reprint
May 1999

The Shinri Game 2

Developer Ukiyotei
Publisher Visit
Release date (jp) May 2, 1997
Genre Trivia
Players 1-2 Players

The Shinri Game 2 is the second game in the psychological series. The player, once again answer different kind of psychological questions and get a result after their done. This game also feature some mini games. The mini games can be played by 2 players at the same time in a vs. mode.

Reprint
May 1999



The Shinri Game 3

Developer Ukiyotei
Publisher Visit
Release date (jp) November 27, 1997
Genre Trivia
Players 1-2 Players

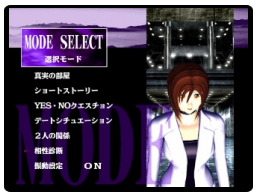
The Shinri Game 3 is the third game in the psychological games series for the PlayStation. Players answer different kind of psychological questions then get results on the answers. The game also feature different mini games for 2 players to play.

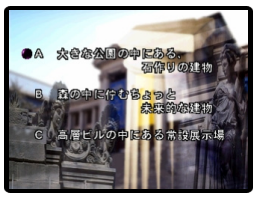
Reprint
September 1999

Reprint
September 1999

The Shinri Game IV: Itsumo Shin ni Hoshizora o

6.0

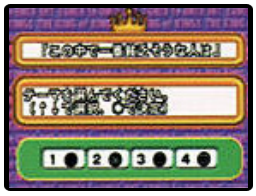




Developer	Billiken Soft
Publisher	Visit
Release date	(jp) November 5, 1998
Genre	Trivia
Players	1-2 Players

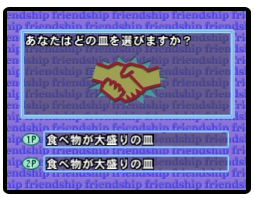
The Shinri Game 4 Itsumo shin ni hoshizora o is the fourth game in the psychological games series. The game features the six game modes: Veracious mode, Short story, Yes or no mode, Date Simulation mode, Relationship mode - 2 Player mode, and Affinity mode - 2 Player mode.

The Shinri Game 5



Developer	Visit
Publisher	Visit
Release date	(jp) December 22, 1999
Genre	Trivia
Players	1-2 Players

The Shinri Game 5 - The Psychological Game 5 is another game in the psychological games series. The game feature the usual game modes and gameplay.



The Shinri Game 6

Developer	Billiken Soft
Publisher	Visit
Release date	(jp) March 23, 2000
Genre	Trivia
Players	1-2 Players

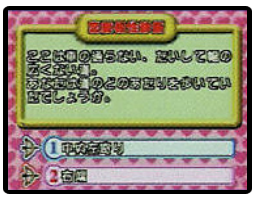
The Shinri Game 6 Itsumo shin ni hoshizora o features five game modes: So What mode, a story that advance in one way or another, depending on the player answers. Picture Book mode, players discover their personality by clicking on a place of a picture. Sound Game. Check!, a quick quiz mode. And Friendship Mode, where two players try to find out what their compatibility is.

The Shinri Game 7

Developer Visit
Publisher Visit
Release date (jp) June 22, 2000
Genre Trivia
Players 1-2 Players

The Shinri Game 7 - The Psychological Game 7 is the seventh game in the psychological games series. The game feature the usual game modes and gameplay.

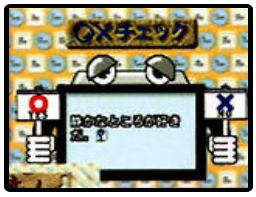
The Shinri Game 8



Developer Visit
Publisher Visit
Release date (jp) September 21, 2000
Genre Trivia
Players 1-2 Players

The Shinri Game 8 - The Psychological Game 8 is the eight quiz game based on judging the players psychological profile. Various questions pose scenarios that the player weighs in on, and the game attempts to interpret the answers to psychoanalyze the player.

The Shinri Game 9



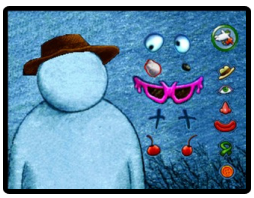
Developer Visit
Publisher Visit
Release date (jp) December 21, 2000
Genre Trivia
Players 1-2 Players

The Shinri Game 9 - The Psychological Game 9 is another game in the psychological games series. The game feature the usual game modes and gameplay.

The Shinri Game 10

Developer Visit
Publisher Visit
Release date (jp) March 22, 2001
Genre Trivia
Players 1-2 Players

The Shinri Game 10 - The Psychological Game 10 is the tenth and last game in the psychological games series. The game comes with the usual game modes and gameplay.

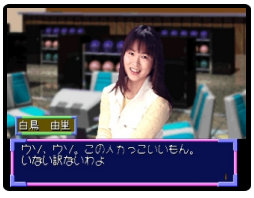


The Snowman

6.0

Developer Gaga
Publisher Gaga
Release date (jp) December 8, 1995
Genre Mini-games
Players 1 Player

The Snowman is an import friendly game wich includes different mini games. The game tells the story of a little boy named James, who one winter morning build a snowman that comes to life.

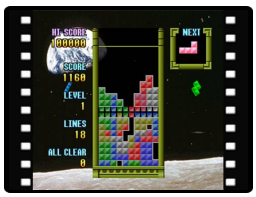


The Star Bowling DX

Developer Yumedia
Publisher Yumedia
Release date (jp) January 29, 1998
Genre Sports
Players 1-4 Players

The Star Bowling DX is a bowling game that features a story mode in which the player meet some Japanese girls in a bowling alley who will compete againts him. The first two CDs features the five different girls, the third CD features other players to play.

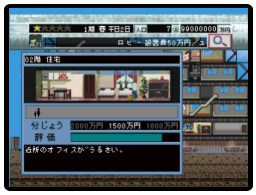
The Tetris



Developer Success
Publisher Success
Release date (jp) July 19, 2000
Genre Puzzle
Players 1-2 Players

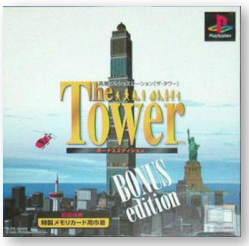
The Tetris is another version of the classic Tetris game. The game features a 1 player mode and a 2 players vs. mode. The game has a difficulty levels from 0 to 30, that can be selected at each intervals of 5 levels.

The Tower: Bonus Edition



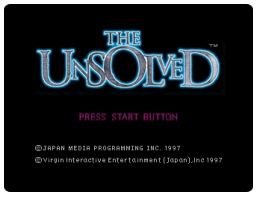
Developer Open Book
Publisher Open Book
Release date (jp) November 1, 1996
Genre Strategy
Players 1 Player

The Tower - Bonus Edition, also known as SimTower: The Vertical Empire, is a construction and management simulation game. The game allows players to build and manage a tower and decide what facilities to place in it, in order to ultimately build a five-star tower. Random events take place during play, such as terrorist acts that the player must respond to immediately.



Limited Edition
November 1996

The Unsolved



Developer Japan Media Programming
Publisher Virgin Interactive
Release date (jp) May 2, 1997
Genre Adventure
Players 1 Player

The Unsolved is an adventure game in style of The X Files that uses real-actors and real photo backdrops. The player assumes a role of a police detective who is trying to solve the series of murders in downtown Los Angeles, where all the victims are women.

While actors use English, this game is not released outside of Japan, and subtitles as well as any other in-game text is in Japanese.

The Uranai 2: Mainichi no Tarot Uranai

Developer Billiken Soft
Publisher Visit
Release date (jp) November 18, 1999
Genre Trivia
Players 1 Player

The Uranai 2 - Mainichi no Tarot Uranai is the second game in the Uranai series of Tarot games made for the PlayStation. In these games, players provide personal information for the game to make a tarot of the player's personality.

The Uranai 3: Mainichi no Houi Uranai

Developer Visit
Publisher Visit
Release date (jp) August 24, 2000
Genre Trivia
Players 1 Player

The Uranai 3 - Mainichi Houi Uranai is the third in the long series of Tarot card games by Visit. The series draw similarities to The Shinri game series, also by Visit.

The Uranai 4: Harapeko Kuma no Kaiun Kabbalah Uranai

7.6

Developer Visit
Publisher Visit
Release date (jp) August 24, 2000
Genre Trivia
Players 1 Player

The Uranai 4: Harapeko Kuma no Kaiun Kabbalah Uranai is the fourth games in the Uranai series of Tarot games made for the PlayStation. After providing the players personal information, players controls a character with the personality of the player through a journey.

The Uranai 5: Shinpi no Rune Uranai

Developer	Visit
Publisher	Visit
Release date	(jp) November 30, 2000
Genre	Trivia
Players	1 Player

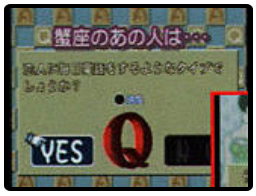
The Uranai 5 is the fifth in the Tarot series. New to this game are the inclusion of “rune divination”, something used in ancient Scandinavia. It is a mystical divination using 24 runes and white space characters. Other gameplay and game modes are mostly the same as the rest in the series.

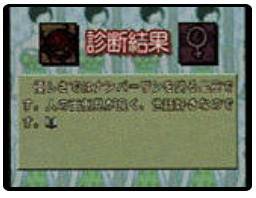
The Uranai 6: Suisei-san no Tottemo Maruhoshi Senseijutsu

Developer	Visit
Publisher	Visit
Release date	(jp) November 30, 2000
Genre	Trivia
Players	1 Player

The Uranai 6 is the sixth and last in the series of Tarot reading games. The game feature the usual gameplay and game modes of fortune reading features.

The Uranai: Renai Seiza Uranai





Developer	Visit
Publisher	Visit
Release date	(jp) November 11, 1999
Genre	Trivia
Players	1 Player

The Uranai - The Astrogy is the first in the fortune-telling simulator. Players get their daily astrology readings by typing in their personal information.

Limited Edition
September 1997

Tenku no Escaflowne

6.7

Developer	Bandai
Publisher	Bandai
Release date	(jp) September 25, 1997
Genre	Action-adventure
Players	1 Player

Tenku no Escaflowne is a action-adventure based on the anime The Vision of Escaflowne. The game featurea an altered plot line, and featured additional characters.

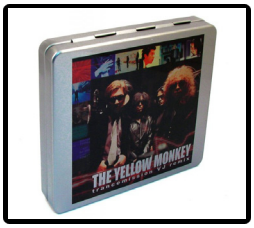
The limited edition version came packaged with a small collector's book and 26 tarot cards.

The Wareme de Pon

7.2

Developer	Video System
Publisher	Video System
Release date	(jp) October 25, 1996
Genre	Board game
Players	1 Player

Honkaku 4Jin Uchi Geinoujin Taikyoku Mahjong: The Wareme de Pon is a mahjong game based on a Fuji TV mahjong program. The game feature entertainers from the TV program.



The game originally came in a tin box

The Yellow Monkey: Trancemission VJ Remix

9.0

Developer	Hands-On Entertainment
Publisher	Hands-On Entertainment
Release date	(jp) April 14, 2000
Genre	Music
Players	1 Player

The Yellow Monkey - Trancemission VJ Remix is a music game revolving around the music group, The Yellow Monkey.

The group also star in another PlayStation game, Perfect Performer: The Yellow Monkey.

7.3

The Witch of Salzburg

Developer T.Dogs
Publisher T.Dogs
Release date (jp) June 20, 1997
Genre Adventure
Players 1 Player

The Witch of Salzburg is and adventure game based on the Salzburg witch trials, known in history as the Magician Jackls process. The game begins with the trail and death of a woman in 1569, accused of being a witch, but some people said that she survived. The game then jump to 1997 when a group of people who are visiting a castle find a corpse. The player controls a father, with the help of his daughter, that investigate the cause of the corpse, and use different objects to advance in the game.

Theme Aquarium

Developer Bullfrog Productions
Publisher Electronic Arts Square
Release date (jp) February 17, 1998
Genre Strategy
Players 1 Player

Theme Aquarium is a simulation where the player has to build and manage a sea life centre. This includes buying tanks, getting fish from suppliers, and training dolphins for shows. Players start with an empty floor they can decorate to turn it into a maritime wonderland. Revenue is generated by attracting visitors. They have to be able to see an interesting selection of creatures and their wishes are visible for the player to react. The player can catch fish and sea life, or buy it from a selection of sellers.

PSOne Books
March 2002

Thoroughbred Breeder: Sekai Seiha-hen

Developer Hector Playing Interface
Publisher Hector Playing Interface
Release date (jp) April 23, 1998
Genre Simulation
Players 1 Player

Thoroughbred Breeder - Sekai Seiha Hen is a mix between a breeding game and a simulation game. Players choose what horse they want to mix, to give birth to a new stallion that will be used to compete in different races around Japan, Europe and United States. A new feature of the game, is that players can go to the horse market and make bids on new horses for their ranch.

Thoroughbred Breeder II Plus

Developer Hect
Publisher Hect
Release date (jp) November 17, 1995
Genre Simulation
Players 1 Player

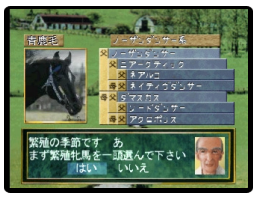
Thoroughbred Bride II Plus is another horse breeding simulation game that features horse data from 1964 until 1994.

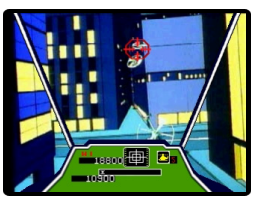
Thoroughbred Tatsu no Eikan: The Winning Throughbreds

Developer Island Creation
Publisher Island Creation
Release date (jp) May 4, 1996
Genre Racing, Simulation
Players 1 Player

Thoroughbred Tatsu no Eikan - The Victorious Thoroughbred's is a mix between a breeding game and a simulation game. Players choose what horses they want to mix, then take their new stallion to different races around Japan.

In the races, players can move the horse and try making it gain speed in different parts of the race.





Thunder Storm & Road Blaster

Developer Data East
Publisher Ecseco Development
Release date (jp) October 20, 1995
Genre Compilation
Players 1 Player

Thunder Storm & Road Blaster is a bundle composed of two discs that features two FMV arcade games by Data East: Thunder Storm, known outside of Japan as Cobra Command, and Road Blaster.

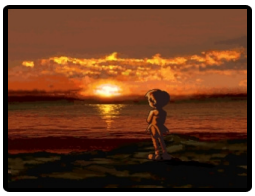
Both games are previously released as LaserDisc games. Thunder Storm is a shooter and Road Blaster is a interactive movie similar to the original Dragon`s Lair gameplay.

7.5

Tilk: Aoi Umi kara Kita Shoujo

Developer TGL Micro
Publisher TGL Micro
Release date (jp) April 25, 1997
Genre Tactical role-playing game
Players 1 Player

Tilk - Aoi Umi Kara Kita Shoujo is a tactical RPG game released for both the PlayStation and Sega Saturn. The game follows Billy Drake and his friends in an adventure. Gameplay is classic Tactical RPG. To advance the game plot, players defeat enemies in battles.



5.0

Time Bokan Go go go

Developer Banpresto
Publisher Banpresto
Release date (jp) February 22, 2001
Genre Racing
Players 1-2 Players

Based on the bizarre Bokan series with its plethora of psychotic pigs, this is a wacky racing title with weapons to slow the leader down and opponents that ensure players won't know if they'll be finishing first or last until they see the checkered flag. Plenty of movie clips from the anime series and gameplay is kept balanced by scoring more points for finishing last, thus allowing bigger spending on upgrades.

" kimsufi.com"

7.6

Time Bokan Series: Bokan to Ippatsu! Doronbo

Developer Eleven
Publisher Banpresto
Release date (jp) November 29, 1996
Genre Shooter
Players 1-2 Players

In Time Bokan Series - Bokan to Ippatsu! Doronboo, the player controls "The Skull Trio", Marjo, Grocky and Walther, using different kind of vehicles, bombs and power-ups in a vertical 2D shooter game.

The sequel, Time Bokan Series: Bokandesuyo, was also released in Europe as Time Bokan Yattaman.

Playstation the Best
March 1998

Time Gal & Ninja Hayate

7.6

Developer	Taito
Publisher	Taito
Release date	(jp) July 5, 1996
Genre	Compilation
Players	1-2 Players

Time Gal & Ninja Hayate is a bundle composed of two discs that features two FMV laser disc arcade games: Time Gal, previously converted to MSX, Sega CD and LaserActive, and Ninja Hayate, released for the Sega CD as Revenge of the Ninja.

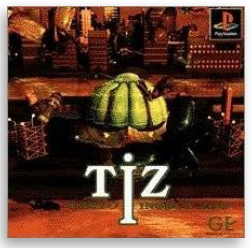
Both games are interactive movies with gameplay similar to the original Dragon`s Lair.

Tiny Bullets

9.0

Developer	Contrail, Kuusou Kagaku
Publisher	SCEI
Release date	(jp) April 13, 2000
Genre	Action-adventure
Players	1 Player

Tiny Bullets is an action-adventure game that plays remarkably similar to Tomb Raider. Horin has a variety of actions he can perform, including jumping, climbing, swinging on poles, pushing blocks, shooting things with his slingshot, and even picking up and throwing small objects. Making his way through different areas, he must fight with monsters, as well as avoid and escape traps. He can also find and store a variety of items, including keys and healing items to keep his health up.



TIZ: Tokyo Insect Zoo

6.0

Developer	General Entertaiment
Publisher	General Entertaiment
Release date	(jp) March 29, 1996
Genre	Adventure
Players	1 Player

TIZ Tokyo Insect Zoo is an interactive animation game based on the Japanese anime. The game plays like a first person perspective movie with key points where players choose a path or perform an action. The game features Japanese voices for the characters.

7.6

To Heart

Developer	Aqua Plus
Publisher	Aqua Plus
Release date	(jp) March 25, 1999
Genre	Visual novel
Players	1 Player

In To Heart, the player controls Fujita Hiroyuki, a high-school student who seems to be more interested in girls than in his studies. At his school there are several pretty girls, and his goal is to be nice to one of them, make the right decisions when talking to her, and ultimately win her heart.

The PC version of the game has explicit adult content. Subsequent console releases remove adult scenes and add voice acting to the game.

7.0

Toaplan Shooting Battle 1

Developer	Gazelle
Publisher	Banpresto
Release date	(jp) August 30, 1996
Genre	Compilation
Players	1-2 Players

This shooter retro pack from Banpresto contains: the 1985 arcade game, Tiger Heli, and the 1987 arcade game, Kyukyoku Tiger, also known as Twin Cobra, plus the Arcade-vertical mode on both games and remixed soundtracks.

The compilation is monikered #1, which at the time boded well for further re-releases of classic Toaplan shootemups, but alas, no other volumes was released.

"kimsufi.com"

Tobaku Mokushiroku Kaiji

Developer	Will
Publisher	Kodansha
Release date	(jp) May 25, 2000
Genre	Adventure, Casino
Players	1-2 Players

Tobaku Mokushiroki Kaiji, based on the Japanese manga on the art of gambling, is an adventure gambling game in which the player have to defeat different characters on a gambling ship to win the price.

Legendary Hits
January 2007

Tobal 2

7.8

Developer	DreamFactory
Publisher	Square
Release date	(jp) April 25, 1997
Genre	Fighting, Role-playing game
Players	1-2 Players

Tobal 2 is the sequel to Tobal No. 1. Unlike the latter, Tobal 2 was not released in North America or PAL territories. The game currently holds the records for the largest character roster in a fighting game with a grand total of 200 playable characters to choose from, as well as a greatly expanded Quest Mode compared to its predecessor

Despite its exclusive release in Japan, the game has received relatively high praise among importers.

Limited Edition
October 1995

Tokimeki Memorial: Forever With You

7.7

Developer	KCET
Publisher	Konami
Release date	(jp) October 13, 1995
Genre	Dating sim
Players	1 Player

Tokimeki Memorial is a dating sim by Konami and the first game in the Tokimeki Memorial series. The game is particularly notable for its “bomb” feature, where neglected, infrequently-dated girls would eventually become angry and gossip to their friends, severely reducing love meters across the board. Although the feature was still present in the later games, it was considerably reduced in importance and the difficulty in avoiding it.

Tokimeki Memorial Private Collection

9.0

Developer	Konami
Publisher	Konami
Release date	(jp) April 26, 1996
Genre	Trivia
Players	1 Player

Tokimeki Memorial Private Collection is a fan game of the Tokimeki series, with a gallery, including animated pictures of the series’ stars, complete with blushing cheeks and speech, quiz section where players are asked questions by one of the students, a media section where players can watch the PC Engine intro plus an audio section where they can hear Tokimeki tunes.

7.8

Tokimeki Memorial: Taisen Puzzle-Dama

Developer Konami
Publisher Konami
Release date (jp) September 27, 1996
Genre Puzzle
Players 1-2 Players

Tokimeki Memorial Taisen Puzzle Dama is a Puyo Puyo style puzzle game based on the dating game Tokimeki Memorial. The player chooses between the different girls from Tokimeki Memorial to compete in falling block battles. Colored blocks fall in pairs that the player rotates and places in the game matrix as they fall. There are two different types of blocks. When three or more regular blocks of the same color touch, they get cleared.

PSOne Books
September 2003

7.1

Tokimeki Memorial: Taisen Tokkaedama

Developer Konami
Publisher Konami
Release date (jp) September 16, 1997
Genre Puzzle
Players 1-2 Players

Like its predecessor, Puzzle Dama, the game is based on an already existing game engine with no noticeable changes in gameplay. As rows of balls are slowly pushed up from the bottom of the screen, players move their cursor around. Picking up a ball from under the cursor, they can then move it to another point on the screen and switch it with a ball at that location or release it in an empty space to drop down onto the puzzle.

7.8

Tokimeki Memorial 2

Developer KCET
Publisher Konami
Release date (jp) November 25, 1999
Genre Dating sim
Players 1 Player

Tokimeki Memorial 2 came on 5 CDs, featuring high graphics and voice acting and a groundbreaking “Emotional Voice System (EVS)” where the girls could pronounce the player’s name. Only Hikari Hinamoto and Kasumi Asou have the ability to use the EVS system in the actual game. All the other girls’ EVS data came on CDs that were free in the Tokimeki Memorial 2 magazine “Hibikino Watcher”. Its gameplay followed the same template as the first, but with lesser emphasis on the bombs.

Konami the Best
January 2001

PSOne Books
September 2003

Tokimeki Memorial 2 Taisen Puzzle-dama

7.6

Developer Will
Publisher Konami
Release date (jp) March 15, 2001
Genre Puzzle
Players 1-2 Players

Tokimeki Memorial 2 Taisen Puzzle Dama is a Tokimeki Memorial 2 themed puzzle game. The gameplay is similar to the likes of Puyo Puyo: the player, as one of the many female characters from Tokimeki Memorial 2 faces an opponent in falling block battles until one of the two's matrix is filled with blocks and no more blocks can be placed. To do so, the player will clear blocks by aligning three or more of the same color.

Tokimeki Memorial 2 Substories: Dancing Summer Vacation

7.0

Developer KCET
Publisher Konami
Release date (jp) September 28, 2000
Genre Dating sim
Players 1 Player

The game is set in the summer. Players get a call from Miyuki-chan one morning who ask them out on a date to the game center. Players go with her, and unbelivably, she get a perfect score for DDR. She was spotted by a DDR contest official, and he ask her to join the DDR competition. So the player is tasked to train with her to the DDR competition.

Tokimeki Memorial 2 Substories: Leaping School Festival

7.5

PSOne Books
September 2003

Developer KCET
Publisher Konami
Release date (jp) March 29, 2001
Genre Dating sim
Players 1 Player

The second substory, "Leaping School Festival", focuses on Ichimonji Akane, Akai Homura and Ijuuin Mei. Unlike the other two Substories games, there are three mini games in this game (one for each girl).

9.5

Tokimeki Memorial 2 Substories: Memories Ringing On

Developer KCET
Publisher Konami
Release date (jp) August 30, 2001
Genre Dating sim
Players 1 Player

The final game in the sub-series, “Memories Ringing On”, focuses on Hikari Hinomoto, Kasumi Asou, Kotoko Minazuki and Kaedeko Sakura. There are two mini games in this game, Bowling and Billiards. Most girls appear in each game, and can also be won, but the characters that are not at the centre of the game do not get as much story as the main heroines of the corresponding game.

PSOne Books
September 2003

8.0

Tokimeki Memorial Drama Series Vol. 1 Nijiiro no Seishun

Developer Konami
Publisher Konami
Release date (jp) July 10, 1997
Genre Dating sim
Players 1 Player

This is not a second sequel to the game Tokimeki Memorial, but a “drama series” on one character from the game Tokimeki Memorial. The main character in this game is Saki Nijino.

The story behind the game is about a transfer student who joins a soccer team. He encounters the girl, Saki Nijino, who laters turns out to be the manager of the soccer team.

PSOne Books
September 2003

9.0

Tokimeki Memorial Drama Series Vol. 2 Irodori no Love Song

Developer KCE Japan
Publisher Konami
Release date (jp) March 26, 1998
Genre Dating sim
Players 1 Player

The second in the Tokimeki Memorial “drama series” focuses on the female character Ayako Katagiri. She like English, and that’s why her conversion will be a mixture of Japanese and English.

PSOne Books
September 2003

PSOne Books
September 2003

Tokimeki Memorial Drama Series Vol. 3 Tabidachi no Uta

9.2

Developer KCE Japan
Publisher Konami
Release date (jp) April 1, 1999
Genre Dating sim
Players 1 Player

Tokimeki Memorial Drama Series vol.3 Tabidachi no Uta (“Poem of Journeys”) features both Shiori Fujisaki and Miharu Tatebayashi sharing a similar story about the player running a marathon just before graduation that branches off into different directions depending on which girl players choose to pursue.

Tokimeki Memorial Selection: Fujisaki Shiori

9.2

Developer Konami
Publisher Konami
Release date (jp) March 27, 1997
Genre Other, Mini-games
Players 1 April

This is a spin-off from the main Tokimeki Memorial game series with main focus on Shiori Fujisaki, the main heroine from the original Tokimeki Memorial game.

Extras consist of two music video which use animated Shiori incorporated on the live animated backdrops. Among other things, like pictures and audio.

PSOne Books
September 2003

Tokimeki no Houkago

4.0

Developer KCET
Publisher Konami
Release date (jp) July 16, 1998
Genre Trivia, Mini-games
Players 1 Player

Tokimeki No Houkago - Ne Quiz Siyo is a trivia game featuring characters from first PlayStation Tokimeki Memorial title. Players choose a girl and answer trivia questions about pop culture to try and win her heart. Players can also play with the boy Saotome Yoshio, although one don’t win his heart -- instead, both commit in finding a girlfriend.

Tokoro-san no Daifugou

Developer Hanayama
Publisher Konami
Release date (jp) November 16, 2000
Genre Board game
Players 1-4 Players

Tokoro-san no Daifugou is a board game that features different game modes. 1 or up to 4 players can play at the same time using the multi-tap function, 12 different characters to choose from and four different boards to play on.

The goal of the game is to be the richest player at the end of the game, or be the first to reach 2,500,000 cash.

Konami Best
September 2001

Toko Toko Trouble

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) February 20, 2003
Genre Puzzle
Players 1 Player

Toko Toko Trouble: Chikyuu Itadaki! is a puzzle game in which the player takes the role of young kid that has to stop an alien invasion.

The gameplay is classic 2D puzzle game, with the difference that in this game the player can destroy some of the pieces and use the spaceship hand to push the others to make some of them join and dissapear.

8.0

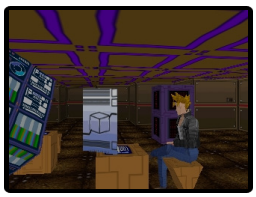
Tokyo 23ku Seifuku-Wars

Developer Map Japan
Publisher Map Japan
Release date (jp) June 23, 1998
Genre Adventure, Simulation
Players 1 Player

In Tokyo 23Ku Seifuku-Wars, the player takes the role of a young high school student that get help from the girls, Ray and Luna. During their journey around town, they encounter other groups of girls that will fight againts them.

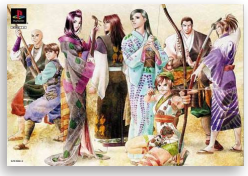
Tokyo Dungeon

7.0



Developer	Kadokawa Shoten
Publisher	Kadokawa Shoten
Release date	(jp) December 22, 1995
Genre	Action-adventure
Players	1 Player

Tokyo Dungeon, set in 2020, put the player in the role of a detective that have to solve a mystery plot in the Tokyo cyberspace. There, he will interact with different characters and solve different kind of puzzle to advance the game.



Limited Edition
January 2002

Tokyo Majin Gakuen Gehoujou

8.6

Developer	Shout! Designworks
Publisher	Asmik Ace Entertainment
Release date	(jp) January 24, 2002
Genre	Adventure, Tactical role-playing game
Players	1 Player

Tokyo Majin Gakuen Gehouchou is the third game in the PlayStation series, and features different stories that this time takes place in the Medieval Japanese Edo era. The game feature several different characters and Japanese voice acting.

Tokyo Majin Gakuen was also released as a anime series based on the PlayStation series.

Tokyo Majin Gakuen Ken Kaze Tobari

6.0

Developer	Shout! Designworks
Publisher	Asmik Ace Entertainment
Release date	(jp) June 16, 1998
Genre	Adventure, Tactical role-playing game
Players	1 Player

Tokyo Majin Gakuen Ken Kaze Tobari is the first game in the Tokyo Majin game series. The game tell the story of a siege on Tokyo, where undead beings and demons conspire to expand their sphere of influence. To combat the supernatural threat, a group of gifted students from Magami High School venture out every night to suppress the menace and get to the bottom of why Tokyo has been targeted.

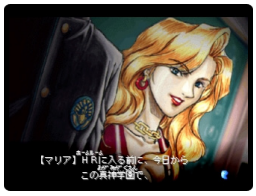
Tokyo Majin Gakuen: Kenpuu Chou Emaki

Developer Shout! Designworks
Publisher Asmik Ace Entertainment
Release date (jp) July 13, 2000
Genre Compilation
Players 1 Player

Tokyo Majin Gakuen Kenpu-Cyou Emaki is a compilation that features the two first games in the series: Tokyo Majin Gakuen Ken Kaze Tobari and Tokyo Majin Gakuen Oboro Kitan. The compilation also features a Bonus Disc that contains: Character profiles, Preview videos, Artwork, and Gameplay explanation.

8.0

Tokyo Majin Gakuen Oboro-Kitan



Developer Shout! Designworks
Publisher Asmik Ace Entertainment
Release date (jp) April 22, 1999
Genre Adventure, Tactical role-playing game
Players 1 Player

Tokyo Majin Gakuen Oboro Kitan is the second game in the PlayStation series. The game features different stories and several different characters with Japanese voice acting.

7.5

Tokyo Mew Mew

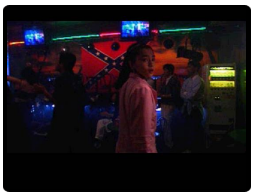
Myuumint Box
December 2002

Developer Winkysoft
Publisher Takara
Release date (jp) May 12, 2002
Genre Role-playing game
Players 1 Player

In this fully voiced RPG, based on the Japanese shojo manga series, Tokyo Mew Mew, also known as Mew Mew Power, by Reiko Yoshida and Mia Ikumi, players have an original character called “Mew Ringo” in their party. This game marks the debut of “Mew Ringo,” a new character created by Mia Ikumi. She levels up depending on how well she gets along with the other characters.

Tokyo Shadow

4.0

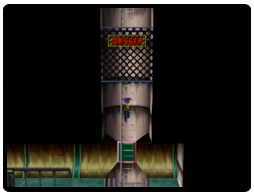


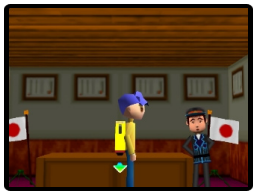
Developer	High-Tech Lab Japan
Publisher	Taito
Release date	(jp) September 27, 1996
Genre	Adventure
Players	1 Player

Tokyo Shadow is an adventure game based on a novel by Aya Nishitan, writer of the Digital Devil Story novels. In the town of Shibuya, Hedei is killed by a demon on a date with his girl-friend. He becomes a ghost, and can travel between the spiritual world and the real world, defeating the demons that are around the town, and finally try to end the demon Meggido.

The third CD features the game cast, a picture gallery and a making off video.

Tokyo Wakusei Planetokio





Developer	OutSide Directors Company
Publisher	Asmik Ace Entertainment
Release date	(jp) August 26, 1999
Genre	Action-adventure
Players	1 Player

Tokyo Wakusei Planetokio is an surreal action adventure game that takes place on floating cities hefted by anti-gravity. The gameplay is about going around town, talking to characters and getting new items to advance to other parts of the game. In some places, there are TVs that tell the story of the game. There are places in the game when the character have to avoid being catched by robots, and battle parts are turn based RPG.

"kimsufi.com"

Tomika Town o Tsukurou!

Developer	Tomy
Publisher	Tomy
Release date	(jp) March 11, 1999
Genre	Simulation
Players	1 Player

Tomica Town o Tsukurou! put the player in the role of a crane driver that have to pass different test and trials to become a crane master. The game features a first person perspective to make the simulation somewhat realistic.

Each test will be evaluate by the teachers and the player can't pass to the next one without passing the previous tests.

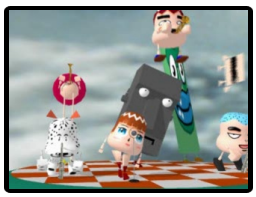
"kimsufi.com"

Tonde! Tonde! Diet

Developer	Twilight Express
Publisher	Twilight Express
Release date	(jp) December 20, 2001
Genre	Shooter, Platformer
Players	1-2 Players

Tonde! Tonde! Diet is a game designed around losing weigh. Players take the role as 2D cartoon characters in a fantasy world divided into different stages, all of them with their own end level boss. Players have to avoid cakes while they catch coloured bubbles.

The game is compatible with the Stepper controller.



Tonzura Kun

Developer	Bandit
Publisher	Solan
Release date	(jp) September 6, 1996
Genre	Puzzle
Players	1 Player

Tonzura Kun is a strange action puzzle game. The player controls Tozura, a strange creature crazy for a girl, and in each stage, he has to get to where the girl is. The girl is usually at the top of a pillar and he has to find the way to get to her, to do that, he has to move several crates and put them together to build a ladder, and climb up to where the girl is.

ToPoLo

Developer	FlipFlop
Publisher	Artdink
Release date	(jp) December 16, 1996
Genre	Constructing, Fighting
Players	1 Player

In ToPoLo, the player is given a virtual set of building blocks to build a character and fight it againts already made characters in fighting arenas. Different kind of themes and a several different possibilities are open for the player to build his own character.

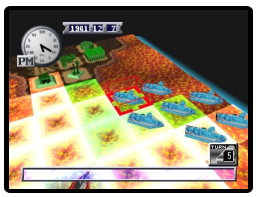
"kimsufi.com"

PSOne Books
December 2001

Tora! Tora! Tora!

Developer Nexus Interact
Publisher Dazz
Release date (jp) November 13, 1997
Genre Strategy, Tactical role-playing game
Players 1 Player

Tora! Tora! Tora! is a strategy/tactical RPG in which the player takes the role of the japanese commander of the Japanese army in World War II. The game features different tutorials to learn to game mechanics, and different missions. The gameplay is divided into two different parts, the first part is moving the units and select a destination to attack, land, etc. The second part is when the army arrives the destination point, there, the game changes to a tactical RPG strategy battle.



Toshinden Card Quest

7.0

Developer Takara
Publisher Takara
Release date (jp) April 2, 1998
Genre Board game
Players 1-4 Players

Toshinden Card Quest is a Japanese board game based on the fighting games series in which players try to collect the 300+ cards to fill their album. The gameplay a classic 3D board game, and there are different characters of the series to choose and play with.

PlayStation the Best
September 1999

Touge Max 2

8.0

Developer Cave
Publisher Atlus
Release date (jp) September 17, 1998
Genre Racing
Players 1-2 Players

Touge Max 2, the sequel to Touge Max, released in Europe as Peak Performance, focuses on import sports cars driving downhill Japanese mountain passes using the drifting technique on curves.

Game Modes include: King Battle. School, a tutorial or practice game. Time Trial, players race againts time. 2 Players. And Story.

Touge Max G

7.0

Developer	Cave
Publisher	Atlus
Release date	(jp) January 13, 2000
Genre	Racing
Players	1-2 Players

Touge Max G was the third and last game in the series for the PlayStation.

Game Modes incude: King Battle, players battle against the king of each of the four courses. Time Attack, players race againts time. 2 Players, players compete against another player. And Story, players compete against other drivers in a story mode in which the player is a young driver that wants to become the drift king.

Touhou Chinyuuki: Hafling Hearts!!

6.3

Developer	Earthly Soft
Publisher	Naxat Soft
Release date	(jp) November 22, 1996
Genre	Role-playing game
Players	1 Player

Touhou Chinyuuki - Hafling Hearts!! is an adventure game based on the classical chinese novel Journey to the West. The game use female characters for the main role, instead of the classic male ones. The game takes place in a distant future and Goku and her friends has to defeat an evil enemy that wants to destroy their world.

The game features mini games and Japanese voice acting for the characters.

Touki Denshou: Angel Eyes

8.2

Developer	Tecmo
Publisher	Tecmo
Release date	(jp) December 11, 1997
Genre	Fighting
Players	1-2 Players

Angel Eyes is a 2D versus fighting game featuring an all-female cast, which plays much like contemporaries such as King of Fighters. A curious aspect of the game is that four of the eight regular characters are hand-animated sprites, while the other four are pre-rendered graphics as in Donkey Kong Country or Rise of the Robots. There also numerous secret characters to unlock, including 2D-sprite versions of some of the 3D characters, and the story mode bosses.

The Best Takara
January 2000

Tour Party: Sotsugyou Ryokou ni Ikou

Developer	Japan Media Programming
Publisher	Takara
Release date	(jp) February 26, 1998
Genre	Board game
Players	1-4Players

Tour Party Sotsugyou Ryokou ni Ikou is a board game, also released for the Sega Saturn, in which the player choose at the beginning to play as a girl or a boy. The theme of the board is travel. The gameplay is similar to Takara's the Game of life, but in Tour Party, during the journey players will meet different people they can be friends with, and different events that will make the trip more interesting.

SuperLite 1500 Series
March 2000

Tower Dream 2

Developer	Crea-Tech
Publisher	Axela
Release date	(jp) December 23, 1998
Genre	Board game
Players	1-4 Players

Tower Dream 2 , the sequel to the 1996 Super FamiCom game Tower Dream, features 13 different selectable characters and 13 different boards to play, with up to 4 players to play at the same time using the multitap function.

Toyomaru Club Vol. 1

Developer	ToyoTec
Publisher	KSS
Release date	(jp) September 13, 2001
Genre	Casino
Players	1 Player

Toyomaru Pachinko Club Vol.1 - CR Nanashi is a pachinko simulator, featuring the pachinko machines "CR Nanashi" and "CR Nanashi F2" from the pachinko maker Toyomaru.

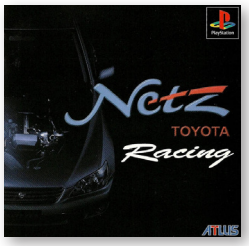
8.0

Toyota Netz Racing

Developer Atlus
Publisher Atlus
Release date (jp) 1999
Genre Racing
Players 1-2 Players

Toyota Netz Racing was a disc given to people in Japan who test drove a Toyota. The game has a couple of tracks based on real Japanese raceways. No memory card is used. The game uses the same engine that Advan Racing use.

The game features the game modes: Spot race, Netz racing, Time attack, and VS. Race.



Toys Dream

Developer Mediamuse
Publisher KSS
Release date (jp) November 26, 1998
Genre Simulation
Players 1 Player

Toys Dream tells the story of the four young kids, Mio, Peet, Max and Beretta, in the year 1889. When their father dies, they have to take care of the family business and build different toys. To do that, they will have to explore the town in search of different items, and visit the people of the town to get toy request from the town shops and other people.

7.0

Treasure Gear

Developer Mirai Soft
Publisher Mirai Soft
Release date (jp) July 31, 1997
Genre Action role-playing game
Players 1 Player

Treasure Gear is an action game similar to the Gauntlet series. The player controls one of two characters, a male or a female. If for example players choose the female, they have to save the male from the curse of death, if they choose the male, they have the save the female. Players can talk to different people around town, buy items and weapons, then enter a dungeon to fight and quest.

Tripuzz

Developer Santos
Publisher Santos
Release date (jp) October 30, 1997
Genre Puzzle
Players 1-2 Players

Tripuzz is a 2D puzzle game that features six different characters to choose from, with another three characters that can be unlocked when finishing the game. There are different game modes, like vs. mode, story or vs cpu. The game also features three difficulty levels: easy, normal and hard mode.

TRL: The Rail Loaders

Developer Victor Interactive
Publisher Victor Interactive
Release date (jp) April 6, 2000
Genre Shooter
Players 1-2 Players

TRL: The Rail Loaders is a 2D shoot-em-up that plays for the most part on-rails - in this case, quite literally. One or two players control two trains (in single-player mode, the other train is taken over by the AI). The trains can only move on rails; switches are used to change between rail tracks in order to avoid traps or collect power-ups.

"mobygames.com"

PlayStation the Best
November 1998

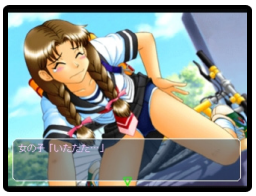
True Love Story

8.0

Developer Bits Laboratory
Publisher ASCII Entertainment
Release date (jp) December 13, 1996
Genre Dating sim
Players 1 Player

True Love Story is a series of dating sims (as distinct from the similar but unrelated title True Love). True Love Story is the first game in the series and is set in a Japanese high school where players must charm their way into the heart of Nozomi, Midori or Saeko sensei. The game are notable for the geko, or walk-home system. When the player asks a girl to walk home with him from school, the game enters a special conversation mode.

True Love Story 2



Developer	Bits Laboratory
Publisher	ASCII Entertainment
Release date	(jp) January 21, 1999
Genre	Dating sim
Players	1 Player

True Love Story 2 is another game in the series and features ten differents girls to date. The gameplay is about choosing between different places to go each day and meet different people depending on those choices. Talk to different girls and get a better or worse relationship with them depending on the answers provided by the player.

The game feature Japanese voice acting for all the characters.

8.0

True Love Story: Remember My Heart

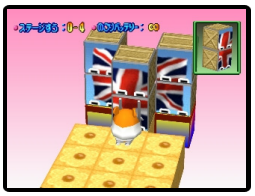
Developer	Bits Laboratory
Publisher	ASCII Entertainment
Release date	(jp) December 11, 1997
Genre	Dating sim
Players	1 Player

True Love Story - Remember my heart is the second game in the True Love Stories series for the PlayStation and is also a dating simulation set in a Japanese high school, where players must charm their way into the heart of Nozomi, Midori or Saeko sensei. The game alos features a complete picture gallery and unlockable galleries of all the girls of the game.

True Love Story: Fan Disk

Developer	Bits Laboratory
Publisher	ASCII Entertaiment
Release date	(jp) November 25, 1999
Genre	Other, Visual novel
Players	1 Player

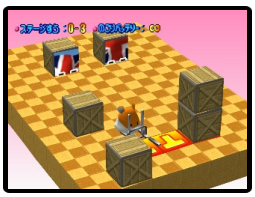
True Love Story F - Fan Disc is a collection of pictures of characters from the two previous games. Most of them can be unlocked using memory card saves from those games. The game also features two different conversations with the two main female characters in which the player can ask them about different things and remembering different events from the previous two games.

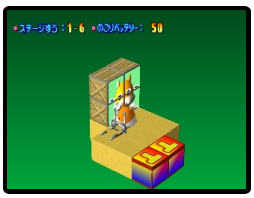


Tsumu

Developer Hect
Publisher Hect
Release date (jp) December 10, 1998
Genre Puzzle
Players 1 Players

In Tsumu, the player controls some kind of robot pet equiped with an elevator machine. The goal of the game is to use that elevator to transport different crates to the proper place to make the proper image that is needed.





Tsumu Light

Developer Hect
Publisher Hect
Release date (jp) September 14, 1999
Genre Puzzle
Players 1 Player

Tsumu Light features new challenging puzzles with new difficult gameplay.

The gameplay is to make the puzzle in a limited number of moves. If the limit of moves is reached, the puzzle have to be started again. The game increase the difficulty the more levels that the player advance, with new obstacles and more difficult paths.

Tsun Tsun Kumi: Suuji de Puni Puni

Developer Kodansha
Publisher Kodansha
Release date (jp) September 23, 1998
Genre Puzzle
Players 1-2 Players

Tsun Tsun Kumi 1 -Suuji de Puni Puni is the first game in the Tsun Tsun game series for the PlayStation console. The game is a puzzle game similar in gameplay to the Tetris series, but using numbers instead. The game features combinations and special attacks to make for a challenging gameplay.

Tsun Tsun Kumi 2: Moji Moji Pakkun

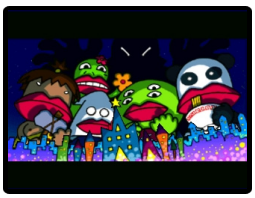
Developer Kodansha
Publisher Kodansha
Release date (jp) November 19, 1998
Genre Puzzle
Players 1 Player

Tsun Tsun Kumi 2 - Moji Mojo Bakkun is the second game in the Tsun Tsun series. The game uses the same characters and the same world from the first game, but the gameplay is different. This time the game is a maze game in the style of classic games like Pac-man and others. The goal of the game is to the get three collections of letters that are around the maze, while avoiding being hit by enemies.

Tsun Tsun Kumi 3: Kanjivader

Developer Kodansha
Publisher Kodansha
Release date (jp) January 28, 1999
Genre Shooter
Players 1-2 Players

Tsun Tsun Kumi 3 is a 2D shooter in which the player control an alien (or two) that have to destroy an invasion of other aliens. The gameplay is similar to light-gun games where players have to destroy all the aliens in each screen to advance. After some screens, the level boss will appear.



6.0

Tsuri Baka Nisshi

Developer Shogakukan
Publisher Shogakukan
Release date (jp) September 13, 1996
Genre Sports
Players 1-2 Players

Tsuri Baka Nisshi is a fishing game based on a fishing manga by Juzo Yamasaki and Kenichi Kitami. The game feature two different game modes: Free fishing, in where the player choose a fishing spot and compete against the fisherman of that spot, and the Story mode, where the player go through an adventure defeating different fishermen.

Best Edition
June 2000

Tsuwadou Keiryuu Mizuumihen

Developer	Vingt et un Systems
Publisher	OZ Club
Release date	(jp) January 28, 1999
Genre	Sports
Players	1 Player

Tsuridou Keiryuu Mizuumihen is a fishing game with different modes: Story mode, where players choose between a male or a female character, and compete in different tournaments, go to different river fishing spots, buy new lures, rods, etc. Free Fishing, players choose a place and go around in a free fishing mode. And Japan Rivers Database, a complete database explaining all the rivers routes.

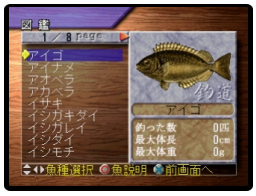
PlayStation the Best
March 1999

Tsuwadou Seabass Fishing

Developer	Vingt et un Systems
Publisher	OZ Club
Release date	(jp) December 11, 1997
Genre	Sports
Players	1 Player

Tsuridou - Umitsuri-hen, or Tsuwadou Seabass Fishing, is a 2D fishing game with focus on coast fishing. Players can choose between different fishing spots and lures before start fishing.

The game features the two game modes: Story mode, featuring different tournaments and prizes, and a complete fish encyclopedia with photos on the different species. And Free mode, where players choose any fishing spot and start fishing.



Tsuukai!! Slot Shooting

Developer	Shoeisha
Publisher	Shoeisha
Release date	(jp) June 14, 1996
Genre	Puzzle, Shooter
Players	1-2 Players

Tsuukai!! Slot Shooting is a puzzle game, also released for Sega Saturn. In the game, blocks fall from above and players have to go around shooting the ones they don't want to fall onto the already prepared board.

The game features four different layers, but only one is playable at the beginning of the game, along with a 2 players cooperative mode.

Turf Wind '96: Take Yutaka Kyousouba Ikusei Game

Developer	Jaleco
Publisher	Jaleco
Release date	(jp) September 27, 1996
Genre	Simulation
Players	1 Player

Turf Wind '96 - Take Yutaka Kyousouba Ikusei Game is a horse breeding racing simulation game, released for both PlayStation and Sega Saturn.

Players can buy horses and breed them to give birth to a horse champion. They can also choose which of his horses will be trained and compete in the different horse races around Japan.

TV Animation X: Unmei No Tatakai

7.0

Developer	Taito
Publisher	Bandai
Release date	(jp) August 22, 2002
Genre	Fighting
Players	1-2 Players

X: Unmei no Tatakai is a 3D fighting game based on the anime X, Clamp's foray into apocalyptic fiction. The game feature the game modes: Introduction. Battle mode, a Story mode. VS. Mode, play against the computer or another player. And Gallery mode, where playing the battle mode will earn points for the player to use them in unlocking pictures in the gallery.

TV Kamishibai Vol. 1

Developer	Lucciola Computer Entertaiment
Publisher	Konami
Release date	(jp) December 9, 1999
Genre	Visual Novel, Mini-games
Players	1 Player

TV Kamishibai Vol.1 is a collection of three different fairy tales that narrated in Japanese. The three stories are Thumbelina, Snow White and Three Little Pigs.

After listening to the three tales, three mini games become available.

Twilight Syndrome: Kyuumeihen

8.6

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) July 19, 1996
Genre Adventure
Players 1 Player

Kyūmei-hen is a direct sequel to the first Twilight Syndrome game, continuing the spooky adventures of the three brave and reckless high-school girls: Yukari, Mika, and Chisato. The first mystery involves a girl named Sakura Himegami, who was killed in an accident many years ago; apparently, her ghost is still around somewhere. The trail leads to an abandoned path in the mountains; Mika decides to venture there, while the other two are going back to school at night, hoping to find more clues.

Spike Library #5
July 2001

Twilight Syndrome Saikai

7.7

Developer Vaill Co.
Publisher Spike Co.
Release date (jp) July 27, 2000
Genre Adventure
Players 1 Player

The third entry in the Twilight Syndrome series is also a horror adventure, sharing most gameplay elements with its predecessors. The gameplay here is very minimalistic: the player can navigate the 3D models of the heroes (several characters can be controlled at once, as a group) through the limited areas (also rendered in 3D), searching for clues and escaping from danger. There is no other interaction, no usable items, and no combat.

"mobygames.com"

Twilight Syndrome Omen: Tansakuhen

9.0

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) March 1, 1996
Genre Adventure
Players 1 Player

Tansaku-hen opens the Twilight Syndrome horror adventure series, defining its stylistic traits and gameplay. The game is divided into chapters, each dedicated to a particular "ghostly" story. Unlike most Japanese-style adventures, there is physical character navigation in the game; the player moves digitized images of the three girls on 2D backgrounds, in a manner somewhat similar to side-scrolling games.

3.0

Twin Goddesses

Developer	Polygram Magic of Japan
Publisher	Polygram Magic of Japan
Release date	(jp) December 22, 1994
Genre	Fighting
Players	1-2 Players

Twin Goddesses is a 2D fighting game featuring a mix of 2D hand-drawn sprites and digitized photographs for the characters. There are two modes included. Legend Battle is the story mode, where the player chooses either Nina or Syllin and must defeat each of Carmilla's minions, ultimately defeating Carmilla herself to save their kingdom. Between fights, the player can purchase a variety of items to assist in battle. There is also a 2-player Versus Mode.

7.6

TwinBee RPG

Developer	KCET
Publisher	Konami
Release date	(jp) April 2, 1998
Genre	Action role-playing game
Players	1 Player

TwinBee RPG is a spin-off of the TwinBee shoot-'em-up series featuring a storyline based on the TwinBee Paradise audio drama serial.

Although the TwinBee series had previous installments that were not shoot-'em-ups, such as Pop'n TwinBee: Rainbow Bell Adventures and TwinBee: Taisen Puzzle-Dama, TwinBee RPG featured an entirely different illustrator and developing team.

Konami the Best
December 1999

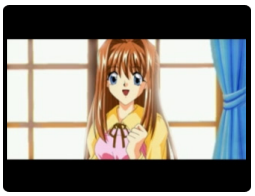
7.8

TwinBee Taisen Puzzle Dama

Developer	Konami
Publisher	Konami
Release date	(jp) December 9, 1994
Genre	Puzzle
Players	1-2 Players

Twinbee Taisen Puzzle Dama is a competitive action-puzzle game featuring the characters and settings of the Twinbee games.

Gameplay is similar to games like Puzzle Fighter and Puyo Puyo, players select a character and engage in one-on-one duels with other characters in which each player has its well in which different color-coded bells appear and must arrange them in series of three to clear them out and send "garbage" bells to the other player in order to halt his advance.



Twins Story: Kimi ni Tsutaetakute

Developer	Fujitsu
Publisher	Panther Software
Release date	(jp) June 24, 1999
Genre	Dating sim
Players	1 Player

Twins Story: Kimi ni Tsutaetakute is a first person dating simulation game that allows players to relive their young school days. Players can talk to different female classmates characters like Narumi Tatemo, Kakinuma Sha, Izumi Sakurada, etc.

This game came with a jewel box containing four character pins featuring the girls from the game.

Two-Tenkaku

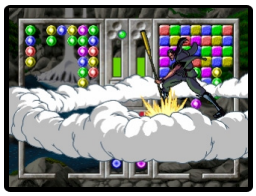
8.0

Developer	Club Dep
Publisher	SCEI
Release date	(jp) November 29, 1995
Genre	Shooter
Players	1-2 Players

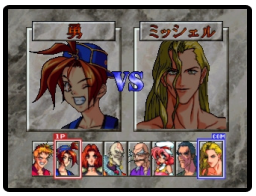
Two Tenkau is a vertically scrolling shmup featuring three ships, each with their own unique weapon, but its the smart bombs that really set this aside, appearing as a giant incarnation of the Buddha to incinerate everything.

The game won the highest award in the Second Digital Entertainment Program (DEP '94) Pro Course.

7.0



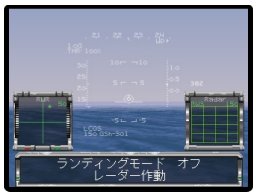
U.P.P.



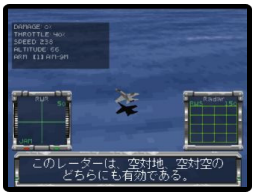
Developer Pan Software
Publisher Pan Software
Release date (jp) September 17, 1999
Genre Puzzle
Players 1-2 Players

U.P.P. is a puzzle game that plays like an upside-down version of Columns with a twist. Groups of various-colored gems appear from the bottom of the screen and rise toward the top. Match three in a row vertically, horizontally, or diagonally of the same color to clear them. Every clear and combo earns charge for players Soul Gauge, which when enough charge is gathered allows them to unleash special attacks that can either hinder the opponent or give themself an advantage.

8.0



U.S. Navy Fighters



Developer Electronic Arts
Publisher Electronic Arts Victor
Release date (jp) November 6, 1997
Genre Simulation, Shooter
Players 1 Player

The story line of U.S. Navy Fighters, places the player, a Navy pilot, on board the aircraft carrier Dwight D. Eisenhower. Radical nationalist forces in Russia have ousted Boris Yeltsin and are now leading a crusade to absorb ethnically Russian areas in neighboring republics. When the United States agrees to protect Ukraine, a recent ally in the region, the Eisenhower is deployed to the Black Sea. The player must use his skill and judgment to repel the Russian invasion.

6.0

Uchi ni Pochi ga Yattekita - in my pocket

Developer Konami
Publisher Konami
Release date (jp) March 11, 1999
Genre Simulation
Players 1 Player

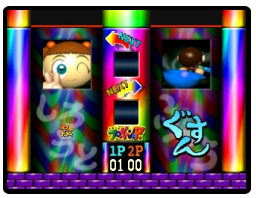
Uchi Ni Pochi Ga Yattekita - In My Pocket is a simulation game where player select their favorite puppy from among the dogs, prepere meals, walk them, and play with them.

The game is also compatible with the PocketStation.

Uchuu no Rendezvous: Rama

Developer Dynamix
Publisher Soft Bank
Release date (jp) May 7, 1998
Genre Adventure
Players 1 Player

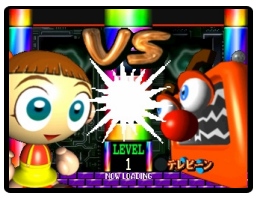
Uchuu no Rendezvous Rama is based on the best-selling book series by Arthur C. Clarke and Gentry Lee. The game puts players in control of an astronaut sent to replace Valeriy Borzov who died under mysterious circumstances on the spaceship/cylinder known as Rama. It is the players mission to explore Rama and learn as much about the alien artifact, races and biological robots that inhabit the space vehicle.

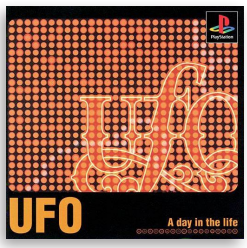


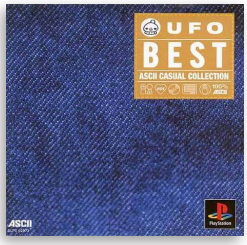
Uchuu Seibutsu Flopon-kun P!

Developer Warp
Publisher Asmik Ace Entertainment
Release date (jp) March 31, 1995
Genre Puzzle
Players 1-2 Players

Uchuu Seibutsu Furopon-Kun P! is a 2D Cartoon puzzle game with a sci-fi theme. The game feature a story mode and a vs. mode. The gameplay is about matching different shape pieces and make combinations with four of them.







ASCII
Casual Collection
October 2000

UFO: A Day in the Life

7.4

Developer Love-de-Lic
Publisher ASCII Entertainment
Release date (jp) June 24, 1999
Genre Adventure, Puzzle
Players 1 Player

UFO: A Day in the Life puts the player in the role of an extra-terrestrial attempting to save a group of 50 fellow aliens who have been stranded on Earth. The player must navigate areas that humans and animals inhabit, unable to actually see the alien he or she is trying to rescue. To this effect, the player must use a device called “COSMIC,” a kind of camera, to reveal the creatures. Once a certain number of photographs have been taken, the player character returns to the ship to develop the pictures.

6.0

Ugetsu Kitan

Developer Will
Publisher Tonkin House
Release date (jp) July 5, 1996
Genre Adventure
Players 1 Player

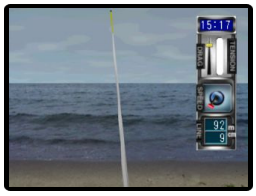
Ugetsu is a point and click adventure game ported over from a Japanese PC game that was based on a novel. The player controls a man who wake up in a hospital. He climb to the roof and jump outside kill himself, but he returns to the roof by a spirit girl. His nightmare has just begun.

Best Price
November 1999

Uki Uki Tsuri Tengoku: Kawa Monogatari

Developer Teichiku Records
Publisher Teichiku Records
Release date (jp) August 6, 1998
Genre Sports
Players 1 Player

Uki Uki Tsuri Tengoku - Kawa Monogatari in the second game in the Teichiku fishing series for PlayStation. As in the first game, it uses the classic first person perspective. This time, the game features two different game modes; a story mode in which the player can try to catch fishes in different places of the island, the other is free fishing, in which the player select a fishing spot and start fishing.



Uki Uki Tsuri Tengoku: Ningyo Densetsu no Nazo

Developer Teichiku
Publisher Teichiku
Release date (jp) September 11, 1997
Genre Sports
Players 1 Player

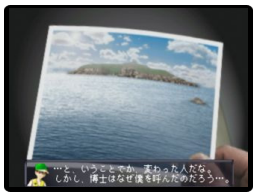
Uki Uki Tsuri Tengoku - Ningyo densetsu no nazo begins when the player's character is taken by a plane to Mermaid Island (a fictional place whit a lot of different fishing spots). The game features conversations with the island people and different fishing spots (with different fishing types) and lures.

Dual Shock Edition
September 1998

Uki Uki Tsuri Tengoku: Uokami Densetsu o Oe

Developer Teichiku Records
Publisher Teichiku Records
Release date (jp) February 17, 2000
Genre Sports
Players 1 Player

Uki Uki Tsuri Tengoku Nagami Densetsu Oe is the last game in the Teichiku fishing series for PlayStation. The game takes place on the island of Hatsune, and features lighthouses, fishing boats and different fish species and fishing spots. There are several fish to be catched and different boats to use. The game also features a complete encyclopedia on different kind of fish species.



Ultima Underworld: The Stygian Abyss

7.0

Developer Infinity Entertainment
Publisher Electronic Arts Victor
Release date (jp) March 14, 1997
Genre First Person role-playing game
Players 1 Player

Ultima Underworld: The Stygian Abyss is commonly considered the first role-playing game with fluid first-person movement in a real 3D environment. Unlike earlier first-person RPGs such as Dungeon Master or Eye of the Beholder, the player can move in every direction and the graphics are updated continually. The dungeon has a lot of variety: slopes, stairs, bridges, underground rivers, and more.

PlayStation the Best
July 1999

Ultraman Fighting Evolution

6.8

Developer Metro
Publisher Banpresto
Release date (jp) February 19, 1998
Genre Fighting
Players 1-2 Players

Ultraman Ultimate Fighting Evolution is a 3D fighting game with characters from the Ultraman series. The game features different game modes (Battle, VS, Survivor and Practice) and a gallery mode.

6.8

Ultraman Tiga & Ultraman Dyna: New Generations

Developer Bandai
Publisher Bandai
Release date (jp) July 16, 1998
Genre Fighting
Players 1 Player

Ultraman Tiga & Ultraman Dyna: New Generations is a spinoff of the Ultraman Tiga and Ultraman Dyna TV series. It bears little relation to the film Ultraman Tiga & Ultraman Dyna: Warriors of the Planet of Light, though it does match up with some parts of the Ultraman Tiga and Ultraman Dyna series. It is more like Ultraman Fighting Evolution, being an arcade-style fighter, and as such, it is often mistakenly included in the series.

7.6

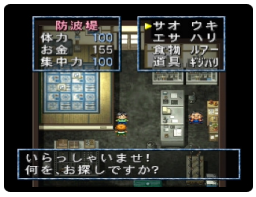
Ultraman Zearth

Developer Tohoku Shinsha
Publisher Tohoku Shinsha
Release date (jp) December 20, 1996
Genre Board game
Players 1-5 Players

Ultraman Zearth is a parody on the Ultraman franchise. He has a big red face and dislikes dirt, and will go to great lengths to wash it off his hands. His goal is to clean the polluted Earth.

The game is a board game in which 5 different players will try to defeat a monster on each board. To accomplish it, players will have to gain strenght by advancing through the board.

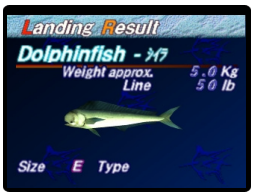
7.7



Umi no Nushi Tsuri: Takarajima ni Mukatte

Developer DDL
Publisher Pack-in-Soft
Release date (jp) July 22, 1999
Genre Sports, Role-playing game
Players 1 Player

Umi No Nushi Tsuri Takarajimi Ni Mukatte is another game in the fishing series by Victor Interactive. In this game, the player takes the role of a twelve year old fisherboy that lives in a small village. He starts a journey to catch a legendary fish.



Umi no Oh! Yah!

Developer	Progress
Publisher	Victor Interactive Software
Release date	(jp) October 29, 1998
Genre	Sports
Players	1 Player

One of the things that really makes a difference in Umi No Oh! Yah! from the rest of fishing games is that players first select the fishing spot on the map and then they have to drive the boat to the place (there is an auto pilot mode), when there, they can start to fish.

The story mode is about trying to catch the biggest swordfish, but the game also features different competitions and events.

Umihara Kawase Shun

7.5

Developer	Xing Entertaiment
Publisher	Xing Entertaiment
Release date	(jp) February 28, 1997
Genre	Platformer
Players	1 Player

In this slightly out of the ordinary platformer one play as a girl equipped with a fishing (and grappling) hook and a backpack, who has to maneuver her way through an aquatic world and fight off the mutated sea creatures within it.

In a somewhat similar manner to Bionic Commando the player has to use a lot of planning and his grappling hook to get around the stages in a successful way. There are no power ups in the game, so skill is of the essence.

Umihara Kawase Shun: Second Edition

8.0

Developer	Xing Entertaiment
Publisher	Xing Entertaiment
Release date	(jp) January 20, 2000
Genre	Platformer
Players	1 Player

The second edition was launched almost three years after Shun at a lower price as part of the Maruan series and contains some notable changes. This release contains five additional fields taking the total to fifty five. The game's cut-scenes have been replaced with scrollable, static art of the protagonist however, due to the removal of all Mitchell branding.

Undou Fusoku Kaishou! Punch de Diet

Developer	Twilight Express
Publisher	Twilight Express
Release date	(jp) March 14, 2002
Genre	Action
Players	1-2 Players

Undou Fusoku Kaishou Punch de Diet is a game about losing weight while playing the game. The game is compatible with the Stepper controller to make the character move with every step that the player make. The gameplay is similar to games like Bomberman in which the player character is on a battle arena and have to defeat other players to win.

8.0

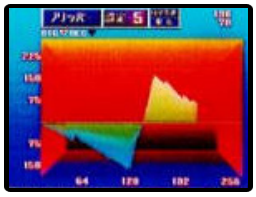
Ungra Walker

Developer	Success
Publisher	Success
Release date	(jp) June 6, 2002
Genre	Action role-playing game
Players	1-2 Players

Ungra Walker is a dungeon-based action roleplayer for up to two players simultaneously. Dungeons are randomly generated every time the players enters. Players select from different characters, including fighters, magicians, thiefs and clerics. Severarl monsters, huge bosses, and hidden items awaits players.

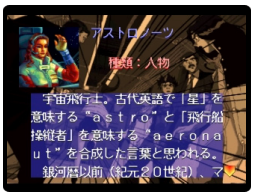
To enable the second character in the main menu, press select on any gamepad to switch between the character and create a new character for each player.

Universal Hata Kansen Kaiseki: Pachi-Slot Simulator



Developer	Human Entertainment
Publisher	Human Entertainment
Release date	(jp) September 29, 1995
Genre	Casino
Players	1 Player

Universal Hata Kansen Kaiseki - Pachi-Slot Simulator is a pachi slot simulator featuring seven different slot machines with the usual gameplay and game modes. The game also feature a practice mode.



Universal Nuts

7.0

Developer	Lay-Up
Publisher	Lay-Up
Release date	(jp) February 5, 1998
Genre	Adventure
Players	1 Player

Universal Nuts tells the story of a boy and a girl traveling around the universe, when suddenly their space ship crash into a space station. They find out that other people live there and start to explore the station.

The game feature different game endings depending on the player choices during the game.

Universal Virtua Pachi-Slot: Hisshou Kouryakuhou

Developer	Map Japan
Publisher	Map Japan
Release date	(jp) June 16, 1995
Genre	Casino
Players	1-2 Players

Universal Virtua Pachi-Slot - Hisshou Kouryakuhou is a pachinko slot machine simulator featuring several different machines; Flipper, Continental, Tropicana, Solex, Oriental, Eve X, etc.

SuperLite 1500 Series
December 1999

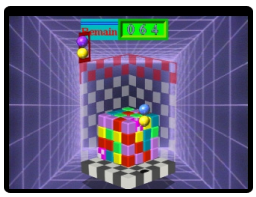
Uno

8.5

Developer	Tose Software
Publisher	Media Quest
Release date	(jp) April 2, 1998
Genre	Cards
Players	1-2 Players

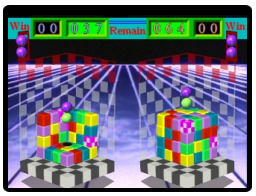
Uno, based on the card game played with a specially printed deck, originally developed in 1971 by Merle Robbins, features 11 different characters for the players to choose. The game also feature two different game modes: Quick game and Story mode.

unStack



Developer System Create
Publisher System Create
Release date (jp) May 3, 1996
Genre Puzzle
Players 1-2 Players

UnStack is a unusual 3D puzzle game. The colour pieces falls and the player has to put them in the proper places to create combinations (three of the same colour dissappear and make all the pieces in each level dissappear), the difficult part is that the 3D perspective makes the pieces roll to one wall or another. With time the player will know where to throw them to make the pieces dissappear.



Urawaza Mahjong: Korette Tenwatte Yatsukai

Developer Vaill
Publisher Spike
Release date (jp) June 29, 2000
Genre Board game
Players 1 Player

Urawaza Mahjong - Korette Tenhoutte Yatsukai is mahjong game in which the player controls a mahjong player that goes from town to town going into different places looking for professional mahjong players to play with. Players have to master all the mahjong styles if they wants to beat the best players.

Spike Library #006
August 2001

Utautau: Seirei Songs

7.0

Developer Opus Corp
Publisher Enix
Release date (jp) February 24, 2000
Genre Music
Players 1 Player

Utautau tells the story of a crayola-hued tropical island, somewhere happily south of realism. There, a population of people, local spirits and animals live out a peaceful tandem existence. The island has its “Utadashishi”, a sort of musical shaman, to thank for the idyll; ‘Grandpa’ to the young hero of the game, communicates with the spirits through music, ensuring harmonious relations.

2P対戦、コンピュータ対戦が可能。
「はに代」をはじめ、
次々と現れる謎の侵略者たちを倒し、
この美しい地球を守れ！！

宇宙生物フロポン君P!

宇宙から不思議なタマゴが降ってきた!!
みんなで熱くなる落ちものパズル!!

カワイイけれどブキミな宇宙生物フロポン君たち。
彼らの目的はなんと地球侵略!!
彼らはタマゴのすがたで落ちてくる。
同じ種類のタマゴを4つ集めると消滅。
しかし、正方形にくっつけると成体ビッグ・フロポンに成長!!

落ち物パズル史上最大級の「ビビッグ」登場！
その出現方法は、効果はいかに！！

ビッグ・フロポンは消すとそれぞれ特殊な効果がある。しかし、中には、厄介なものが・・・

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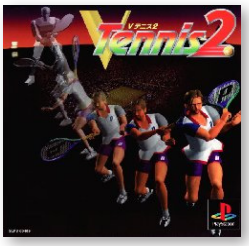
Uchuu Seibutsu Furopon-Kun P!

4.0

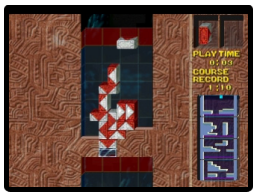
V-Tennis 2

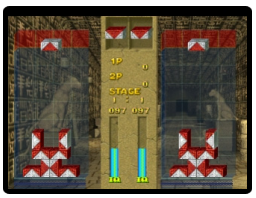


Developer Tonkin House
Publisher Tonkin House
Release date (jp) November 29, 1996
Genre Sports
Players 1-4 Players

The sequel to V-Tennis features new characters and different camera angles and the game modes: Edit, where players can create their own player with a number of points to assign to the differents strokes. World Circuit, where players choose between 20 differnt chartacters and play in tournaments. Build up, where players play against other players to gain more points. And Normal, where players can play a match in singles or doubles modes with up to 4 players.

Vadims





Developer ITC
Publisher Soft Bank
Release date (jp) May 10, 1996
Genre Puzzle
Players 1-2 Players

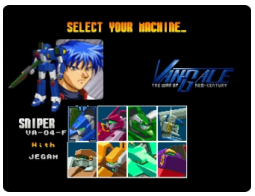
Vadims is a classic puzzle game in the style of the Tetris series. The game features two main game modes: 1 player games: Basic, Time Attack, Racing or Dig Mode. And 2 player vs. games: Parallel, Racing or Battle. The player can adjust the game speed (middle, high or low).

8.7

Vampire: Kyuuketsuki Densetsu

Developer Artdink
Publisher Artdink
Release date (jp) March 4, 1999
Genre Action-adventure, Role-playing game
Players 1 Player

Vampir Kyuuketsuki Densetsu (Vampir Tales of the Bloodsuckers) is a RPG with an isometric view in which the player controls a vampire in a small town in the 19th century. The game is divided into 2 different parts: During the day, the player's character, Christopher, have to talk to the people of the town and gain their confidence, and at night, Christopher have to suck their blood.

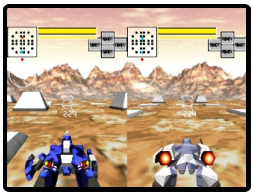


Vangale: The War of Neo Century

5.0

Developer	Yumedia
Publisher	Aroma Co.
Release date	(jp) August 28, 1997
Genre	Action
Players	1-2 Players

Van-Gale is a one-on-one 3D space shooter that combines elements of Omega Boost and Virtual On. Players and an opponent trade fire and blows in a free-scrolling environment. Each pilot's machine has different abilities: some have high speed, some have powerful or highly-accurate weaponry, and some simply excel at punching other machines. To win, the opponent's HP gauge must be depleted in any way possible. The game includes eight playable characters, a story mode, and a versus mode.



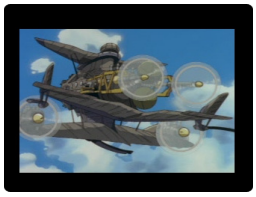
Vehicle Cavalier

Developer	Vanguard Works
Publisher	Vanguard Works
Release date	(jp) February 16, 1996
Genre	Shooter
Players	1-2 Players

Vehicle Cavalier is a mecha-action title that allows players to fight it out in one-on-one arena battles, or take on some missions to earn money, which is then used to buy new stuff for the mecha. Between missions the game allow players to visit places and talk to different characters.

Velldeselba Senki: Tsubasa no Kunshou

9.0



Developer	Tenki
Publisher	SCEI
Release date	(jp) April 18, 1997
Genre	Role-playing game, Strategy
Players	1-2 Players

Velldeselba Senki is a combination of a traditional Japanese-style RPG and an arcade-style flight sim. Story events, as well as on-foot exploration and equipment setup, take place in a 2D overhead view, while battles take place as full-3D flight sequences. It is necessary to purchase upgrades and repairs outside of battle, and it is also possible to recruit additional crew members and obtain multiple distinct types of ships.

Vermin Kids

Developer	Nexton
Publisher	Electronic Arts
Release date	(jp) November 1, 1996
Genre	Puzzle
Players	1-4 Players

Vermin Kids is a mix between Space Invaders and a puzzle game. Players destroy aliens by joining them with the same colour in the same line or lines. To do that, players rotate their bullets to find the proper colour to fire. When they fire an alien with a colour, it turns to that colour, and if it is near others with that colour they are all eliminated.

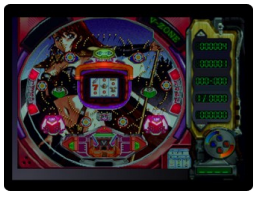
2.4

Victory Spike

Developer	Imagineer
Publisher	Imagineer
Release date	(jp) June 7, 1996
Genre	Sports
Players	1-2 Players

Victory Spike is a volleyball game featuring three game modes: World League: In this mode the player can select one of the eight national teams, Japan, Rusia, Cuba, USA, China, Brazil, Holland and Italy. Free Play: In this mode the player has three options - Play against other human or the computer, a dream team match and see two computer players playing. Tournament: 1 to 8 players can compete in a tournament with eight national teams to select.

Victory Zone



Developer	Unit
Publisher	SCEI
Release date	(jp) March 31, 1995
Genre	Casino
Players	1 Player

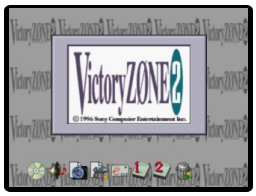
Victory Zone is a Pachinko simulator. The game includes 10 modern electronic tables, and 10 mechanical tables from Sankyo. Tables can be customized in various ways, including changing the background graphics and music, as well as gameplay changes. In addition, a two-player mode (called Attack Mode) is included, where one player has a certain amount of time on a table, then player 2 has to beat their score.

Limited Edition
September 1996

Victory Zone 2

Developer Unit
Publisher SCEI
Release date (jp) September 20, 1996
Genre Casino
Players 1 Player

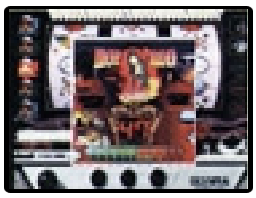
Victory Zone 2 is a pachinko simulator that features 14 different Sankyo pachinko machines, all of them with different themes, in which the player can choose. There is also an option to hit the machine.

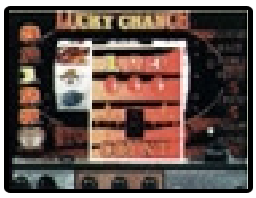


Virtua Pachi-Slot 7

Developer Map Japan
Publisher Map Japan
Release date (jp) September 7, 2000
Genre Casino
Players 1 Player

Virtua Pachi-Slot 7 is a pachinko slot game and another of the millions of pachinko games on PlayStation. *How many pachinko games do the Japanese actually need?* The game feature the usual gameplay and game modes, including a ”trial mode”.





Virtua Pachi-Slot EX

Developer Map Japan
Publisher Map Japan
Release date (jp) October 21, 1999
Genre Casino
Players 1 Player

Virtua Pachi-Slot EX is a pachinko slot machine simulator feature the usual features and gameplay.

8.0

Virtua Pachi-Slot History of Kitadenshi

Developer Map Japan
Publisher Map Japan
Release date (jp) January 18, 2001
Genre Casino
Players 1 Player

Virtua Pachi-Slot History of Kitadenshi is another pachinko slot machine simulator again, featuring the usual gameplay and game modes.

Virtua Pachi-Slot Olympia Special

The Best Buy
November 2000

Developer Map Japan
Publisher Map Japan
Release date (jp) October 22, 1998
Genre Casino
Players 1-2 Players

Virtua Pachi-Slot Olympia Special is a pachinko slot machine simulator that feature three slot machines from Olympia. The game also has a 2 player mode, not often seen on the pachinko slot games for PlayStation.

Virtua Pachi-Slot V

The Best Buy
November 2000

Developer Map Japan
Publisher Map Japan
Release date (jp) September 2, 1999
Genre Casino
Players 1 Player

Virtua Pachi-Slot V is a pachinko slot machine simulator featuring a mode where players can watch four pachinko machines play at the same time.

Virtua Pachi-Slot VI

Developer Map Japan
Publisher Map Japan
Release date (jp) February 17, 2000
Genre Casino
Players 1 Player

Virtua Pachi-Slot VI is another pachinko slot simulator from the big time pachinko PlayStation publisher, Map Japan. The game comes with all the usual features and gameplay as seen in the genre. This title also increased the number of save points in for each game.

Limited Edition
December 1996

Virtual Gallop Kishudou

Developer ISCO
Publisher SunSoft
Release date (jp) December 27, 1996
Genre Racing
Players 1 Player

Virtual Gallop Kishudou is a game similar to other horse racing titles, like the Gallop Racer series. Players select a rider and a horse, and try to win races.

The game features several different game modes: Normal game, where players select a horse and compete in different races. Vs Winai, race against Wina only. Winai story, players can see pictures and videos from the career of Wina. Keiba Book, and a Database.

Virtual Hiryu no Ken

Developer Culture Brain
Publisher Culture Brain
Release date (jp) July 17, 1997
Genre Fighting
Players 1-2 Players

Virtual Hiryu No Ken is a 3D fighter with a plethora of special moves and fighting styles. The game feature unlockable characters and a replay mode. The game also features two main game modes, Circuit and Vs., a practice mode, and 14 character to choose from the start of the game.

Virtual Kyotei '98

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) July 2, 1998
Genre Racing
Players 1 Player

Virtual Kyoutei '98 is the first in the Nitchibutsu motorboats games for the PlayStation. In these games, the player compete in the Virtual Kyoutei tournament, somekind of motorboat race, in which the player character compete against five computer players.

Nichibutsu Select Vol. 4
November 2000

Virtual Kyotei '99

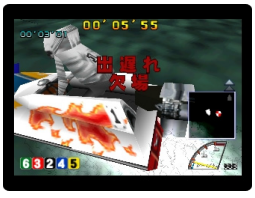
Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) April 1, 1999
Genre Racing
Players 1 Player

Virtual Kyotei 99 is the second racing game in the series. This title features different racing game modes. The game features a story mode and different circuits. The game also comes with a complete database, updated to the second semester of the 98 season.

Virtual Kyotei 2000

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) May 2, 2000
Genre Racing
Players 1 Player

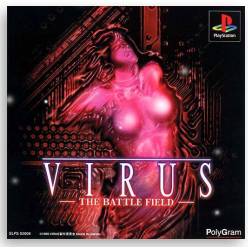
Virtual Kyotei 20 is the third game in the racing series. In the game, players compete in the Virtual Kyoutei tournament against five computer players.



Virtual Kyotei 21

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) May 2, 2001
Genre Racing
Players 1 Player

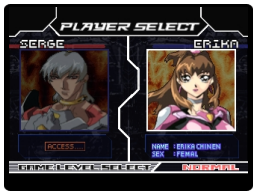
Virtual Kyoutei 21 was the last game in the series. This title feature four different racing game modes, allowing players to experience the life of their character. The game also features different time of day to race, different parts for the motorboat to upgrade and customize, and different circuits and game modes. The game also features a complete database.



Virus: The Battle Field

Developer Polygram
Publisher Polygram
Release date (jp) April 8, 1998
Genre Card Battle
Players 1-2 Players

Virus - The Battlefield is the second game based on Virus Buster Serge anime serie and the first one released for the PlayStation. The game is a battle card game set in a distant future, featuring the game modes: Normal mode, 1P vs. computer, 1P vs. 2P and a database mode. The normal mode is divided into different missions and each mission is a card battle againts an enemy. The game also features different anime sequences during the game.

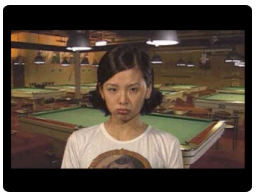


Voice Fantasia: Ushinawareta Voice Power

Developer ASK Kodansha
Publisher ASK Kodansha
Release date (jp) October 2, 1997
Genre Role-playing game
Players 1 Player

Voice Fantasia is a RPG featuring three cute girls as main characters, solving a quest. The graphics of the game were dated already by 1997 and so it heavily stressed on voice acting. There was a lot of spoken parts, albeit, not all the actors were famous by the time the game was made. Yui Horie also started her career as a voice actress in this game.

Voice Idol Collection: Pool Bar Story



Developer	Data East
Publisher	Data East
Release date	(jp) April 18, 1997
Genre	Sports
Players	1 Player

Voice Idol Collection - Pool Bar Story is a billiard game, and a sort of sequel to the Data East Pocket Gal arcade machine game series. The player can play and enjoy the pool bar competition against eight different girls, shown with real image actresses.

Game Modes include Date, where players try to date one of the eight girls, by winning over them in pool games including; Eight Ball, Nine Ball, Rotation, One Pocket, 14.1 Continuous and Bowlliard.

5.5

Voice Paradice Excella

Developer	ASK Kodansha
Publisher	ASK Kodansha
Release date	(jp) November 22, 1996
Genre	Adventure, Trivia
Players	1 Player

Voice Paradice Excella is an adventure game about three alien girls that arrive on earth. There they want to be heroins, going around town fighting evil people.

The second CD is a special Data-Base, featuring lots of videos on the voice actresses Nagashima Yuko, and four other Japanese voice actresses, during the making of the game.

7.8

Volfoss

Developer	Cyberhead
Publisher	Namco
Release date	(jp) February 22, 2001
Genre	Tactical role-playing game
Players	1 Player

Volfoss is a strategy RPG featuring hundreds of creatures illustrated by Nirasawa Yasushi. The game require players to lead the strongest “Trooper” (a word used for the mercenary brigades in the game). Proceeding through the over two hundred missions offered in the game, players will build up their Trooper by defeating rivals and successfully completing missions. Each of the members of the Trooper will have a different character class and a different personality type.

Waneba Island

Developer Riverhill Soft
Publisher Riverhill Soft
Release date (jp) March 30, 2000
Genre Adventure, Simulation
Players 1 Player

Waaneba Island World Neverland Series is the third game in the World Neverland series. The game takes places in the Waaneba Island nation. The kingdom residents lives with four types of animals. It seems that the goal of the game is to train an animal, and the player character during a six year time, to enter and win a tournament. The one that wins the tournament will be the next king of the kingdom.

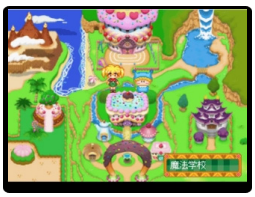
"kimsufi.com"

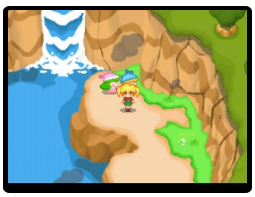
Wagamama * Fairy: Mirumo de Pon! Mirumo no Mahou Gakkou Monogatari

6.0

Developer Jupiter, Future Creates
Publisher Konami
Release date (jp) December 11, 2003
Genre Adventure
Players 1 Player

The game, based on the Mirmo! manga and anime series by Hiromu Shinozuka, features an adventure game with mini games and 16 possible endings. The game features voices from the anime series cast, along with a gallery mode that will be unlocked playing the story mode.





Controller Set

Wai Wai 3-nin Uchi Mahjong

Developer Hori
Publisher Hori
Release date (jp) December 14, 2000
Genre Board game
Players 1-3 Players

Wai Wai 3-nin Uchi Mahjong, also known as Wai Wai Sannin-uchi Mahjong, is a 3-Player mahjong game that allows up to 3 players at the same time using the multi-tap function. The game features nine different characters to choose from and different game modes.

Wai Wai Jansou

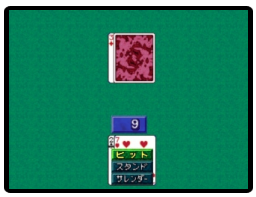
Controller Set

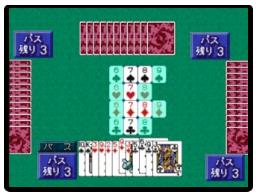
Developer Hori
Publisher Hori
Release date (jp) July 6, 2000
Genre Board game
Players 1-4 Players

Wai Wai Jansou is another mahjong game where players get two extra controllers included with the game. The game can be played with up to four people.

7.0

Wai Wai Trump Taisen





Controller Set

Developer Hori
Publisher Hori
Release date (jp) December 14, 2000
Genre Cards
Players 1-4 Players

Wai Wai Trump Taisen is a collection of different card games. The game allows up to 4 human players to play at the same time using the multi-tap function. The game uses a first person perspective and an overview of the card board for all the card games.

WakuPuyo Dungeon Ketteiban

Developer Compile
Publisher Compile
Release date (jp) March 18, 1999
Genre Action role-playing game
Players 1 Player

Waku Puyo Dungeon Ketteiban, or Waku Puyo Dungeon (Expert), is an action RPG title. Players guide Arel around the dungeons of Puyo land while attacking monsters in a fashion similar to that of Magic Knight Rayearth.

The game mixes up things by being one a Rogue-style game, similar to Diablo, where players wander through randomly generated dungeons, and try to make it out alive.

Waku Waku Bowling

Developer Coconuts Japan
Publisher Coconuts Japan
Release date (jp) April 2, 1998
Genre Sports
Players 1-4 Players

Waku Waku Bowling is a bowling game that features eight characters and the game modes: League Mode: where players choose a character and play the classic League. Party Mode, featuring single and multiplayer modes. And Practice Mode, where players practice bowling before the main game.

Waku Waku Derby

Developer Dream Japan
Publisher KSS
Release date (jp) December 18, 1997
Genre Simulation
Players 1-4 Players

Waku Waky Derby is a a racehorse training simulator for up to four players. The game feature several game modes and tactics to play out with easy game mechanics.

Reprint
October 1999

Waku Waku Volley

8.0

Developer Art Co.
Publisher Athena
Release date (jp) November 26, 1998
Genre Sports
Players 1-4 Players

Waku Waku Volley is a volleyball game that features different game modes: World Mode, Exhibition Mode, Beach Mode, and Training mode.

There are also unlockable new modes, like the World Beach Volley, where 1 or 2 players can play against the computer on eight beaches from around the world.

7.0

Wakusei Koukitai Little Cats

Developer Family Soft
Publisher Family Soft
Release date (jp) June 25, 1998
Genre Simulation, Tactical role-playing game
Players 1 Player

The galaxy is threatened by robotic enemies from a remote space. In order to stop them, giant combat robots were deployed to a space station under the command of Colonel Goofy Reagan. The combat robots are navigated by the best pilots, which happen to be cute teenage girls. Since the Colonel is very busy, he needs somebody to watch over the girls and train them. This somebody would be Major David Lowe, the protagonist of the game.

"mobygames.com"

8.0

Wander Trek

Developer Zest Works
Publisher SCEI
Release date (jp) December 10, 1998
Genre Adventure, Platformer
Players 1 Player

Wonder Trek tell the story of Nick Hakase and the player character, who crashed their plane on a deserted island. When they start to explore it, they find out that the island is a paradise of extinct animals. They will have to protect themselves from the island's creatures, meanwhile they try to discover the island's mysteries.

7.5

Wangan Trial

Developer Victor Interactive
Publisher Pack-in-Soft
Release date (jp) March 7, 1998
Genre Racing
Players 1-2 Players

Wangan Trial is a racing game set in the year 2020, based on a real stretch of highway in Tokyo, Japan, infamous for street racing.

The game features four modes: Story Mode, where players race in five stories with five girls. Road GP, a racing mode. VS, a 2 player mode. And Time Attack, a race against the clock.

Sanmai Series
September 1999

Victor Best
October 2001

Warera Mitsubayashi Tankentai

Developer Groove Box Japan
Publisher Victor Interactive Software
Release date (jp) April 20, 2000
Genre Strategy
Players 1 Player

Warera Mitsubayashi Tankentai let the player take the role of a captain of a group of archeologics explorers. When they arrive at an island, they have to search for rare animals, minerals or old artifacts, while fighting with rival groups, and the islands fierce animals. Meanwhile, the player have to build buildings and facilities using wood that they have to cut, and also gather food from the island.

Watashi no Rika-Chan

Developer Takara
Publisher Takara
Release date (jp) March 7, 2002
Genre Mini-games
Players 1-2 Players

Watashi no Licca Chan is a game based on the popular dress-up doll series, Licca-chan. The game is a collection of different mini games in which the player controls Licca and other members of the family, doing different games and activities, like taking care of the dog, preparing the meal, etc.

Limited Edition
July 2002

Water Summer

4.2

Developer Princess Soft
Publisher Princess Soft
Release date (jp) July 18, 2002
Genre Sound novel
Players 1 Player

The Water Summer visual novel is divided into four segments which contain different stories and characters, though all take place in the same rural town.

The gameplay requires little interaction from the player as most of the game's duration is spent reading the text that appears on the game screen, which represents either dialogue between the various characters or the inner thoughts of the protagonist.

7.5

Wedding Peach: Doki Doki Oironaoshi

Developer KSS
Publisher KSS
Release date (jp) September 27, 1996
Genre Visual novel
Players 1 Player

Wedding Peach - Doki Doki Oiro-Naoshi Fashion Daisakusen is based on a manga and an anime series about a very idealistic and romantic girl, whose belief in the very literal power of love enables her to fight against evil forces seeking to reduce the love in the world. In the game, the girls appear in outfits that were not in the TV anime. Players choose clothes for the girls, and determine how they act when they go out.

6.5

Welcome House

Developer Gust
Publisher Gust
Release date (jp) February 23, 1996
Genre Adventure
Players 1 Player

Welcome House is an action adventure game in which the player controls Keaton Paxman that begins the game driving his old car up to his Uncle Parkinson's estate. As soon as the player enter the house, the character become trapped inside it. The player have to explore the house and help Keaton escape it, using different objects to advance through it.

7.0

Welcome House 2: Keaton and his Uncle

Developer Gust
Publisher Gust
Release date (jp) December 20, 1996
Genre Adventure
Players 1 Player

Welcome House 2 - Keaton & His Uncle is the sequel to Welcome House. The player, once again, takes the role of Keaton Paxman, trying to help him and his uncle out.

Weltorv Estleia

8.5

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) February 25, 1999
Genre	Adventure, Tactical role-playing game
Players	1 Player

Weltorv Estleia is a non-linear role-playing game set in a medieval fantasy world with its own mythical history and lore. The background story involves a battle between seven legendary warriors, led by the young magician Ten, against an evil dragon. The player assumes the role of a nameless adventurer, male or female, who ventures to the city of Farbell. There, he or she is instructed to join the the Adventurers Guild, and eventually becomes involved in the grand struggle against dark forces.

Konami the Best
October 2003

Whistle: Fuki Nukeru Kaze

7.0

Developer	Konami
Publisher	Konami
Release date	(jp) January 30, 2003
Genre	Adventure, Simlation
Players	1 Player

Whistle! - Fuki Nukeru Kaze, based on the manga and anime, is a mix between an adventure and a simulation game, where the game is divided into two different parts. Most of the time the player choose between possible options, like pass, combine with teammate, run alone, shoot, etc.

Best Version
September 2000

White Diamond

7.0

Developer	Systemsoft, Dual
Publisher	Escot
Release date	(jp) November 25, 1999
Genre	Dating sim, Action role-playing game
Players	1 Player

White Diamond is a remake of a PC game, featuring upgraded graphic and rearranged scenarios. The game is a love-story RPG in a high-fantasy setting.

The gameplay is a mix between an action RPG game and a dating simulation, where the player character will encounter different girls, and depending on the relationship with them, will change how the story advance.

Wild Boater

Developer	Tao Human
Publisher	Tao Human
Release date	(jp) February 11, 1999
Genre	Racing, Sports
Players	1 Player

Wild Boater is a water kayaking game. The game features three different stages and four different chracters, both male and female. In each stage there is a time limit, where the object is to reach a checkpoint. If the time reach zero, the player has to repeat the whole stage.

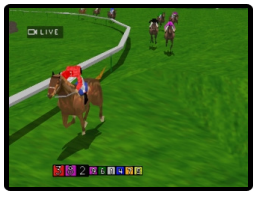
Winning Lure

Developer	Vingt-et-un Systems
Publisher	Hori
Release date	(jp) July 27, 2000
Genre	Sports
Players	1 Player

Winning Lure is a fishing game by Hori, made with the Hori fishing controller in mind. Other than the unusual controller, the game is a standard bass fishing game.

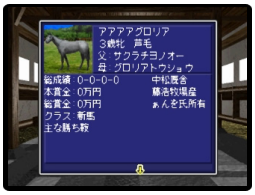
Controller Set

Winning Post 2



Developer	Koei, Inis
Publisher	Koei
Release date	(jp) March 22, 1996
Genre	Simulation
Players	1 Player

Winning Post 2 is the second game in the large thoroughbred horse racing management and horse breeding simulator series for the PlayStation. Players raise horses, maintain strong bloodlines and put their steeds to the track for winnings, sport and the vibrant roar of the crowd. Players can choose all their employees and choose what horse will be on their stables, etc.



Winning Post 2: Final ‘97

Developer Koei, Inis
Publisher Koei
Release date (jp) October 2, 1997
Genre Simulation
Players 1 Player

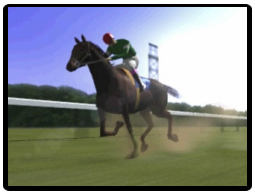
Winning Post 2 Final ‘97 is the 1997 update to Winning Post. The game features different horses breeds to choose from, train and take to the races, with all the stats updated to the year 1997.

PlayStation the Best
July 1998

Winning Post 2: Program ‘96

Developer Koei, Inis
Publisher Koei
Release date (jp) October 4, 1996
Genre Simulation
Players 1 Player

Winning Post 2 - Program ‘96 is the 1996 update to Winning Post 2. The game feature the usual gameplay and game modes from the series, but with updated stats and data to the year 1996.



Koei Teiban Series
December 2000

Winning Post 3

Developer Koei, Inis
Publisher Koei
Release date (jp) February 26, 1998
Genre Simulation
Players 1 Player

Winning Post 3 is another entry in the well know thoroughbred horse racing management and horse breeding simulator series for the PlayStation. The game feature the usual gameplay where players raise and race horses.

Winning Post 3: Program ‘98

Developer Koei, Inis
Publisher Koei
Release date (jp) October 1, 1998
Genre Simulation
Players 1 Player

Winning Post 3 - Program ‘98 is another game in the series. Featuring much of the same from the third release, but with an update on the stats and data.

Koei
Summer Campaign
July 1999

Winning Post 4

Developer Koei, Inis
Publisher Koei
Release date (jp) September 18, 1999
Genre Simulation
Players 1 Player

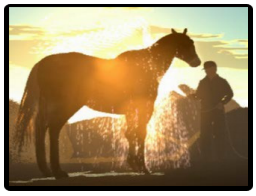
Winning Post 4 features over 450 different horses breeds to choose, train and take them to the races to win prizes. Players can choose all their employees and what horse will be on their stables, etc.

The game was also released for the Sega Dreamcast.

Koei the Best
November 2001

6.0

Winning Post 4 Program 2000



Developer Koei, Inis
Publisher Koei
Release date (jp) March 23, 2000
Genre Simulation
Players 1 Player

Winning Post 4 - Program 2000 is another entry in the thoroughbred horse racing management and horse breeding simulator series for the PlayStation. This title is an update with stats from 2000. The game is also PocketStation compatible.

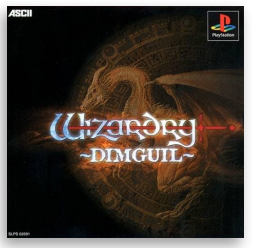
Winning Post EX

9.0

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) December 29, 1995
Genre	Simulation
Players	1 Player

Winning Post EX is the first in the long-running series and let the player take control of a stable of horse, breeding and training them for the ultimate goal, to win the French Grand Prix.

The gameplay consists of choosing options before races, such as choosing which horses to train and what regiment they undertake, view stats, hire personnel and place bets. However the player has no controls over races and can only view as a spectator.



Wizardry: Dimguil

8.0

Developer	Soliton, Thunder Stone Japan
Publisher	ASCII Entertainment
Release date	(jp) October 28, 1999
Genre	Role-playing game
Players	1 Player

Wizardry is a series of computer role-playing games, developed by Sir-Tech. Originally made for the Apple II, they were later ported to other platforms.

Wizardry Dimguil, originally released only for PlayStation, is another game in the Wizardry saga featuring an original plot and a good soundtrack.

SuperLite Gold
March 2002

Wizardry: Llylgamyn Saga

8.3

Developer	Soliton Soft
Publisher	Soliton
Release date	(jp) February 26, 1998
Genre	Role-playing game
Players	1 Player

Wizardry: Llylgamyn Saga is a remake of the first three Wizardry games: Proving Grounds of the Mad Overlord, Knight of Diamonds, and Legacy of Llylgamyn. As in the original games, the player can create characters choosing from five races and eight classes, and level them up by exploring the maze and fighting monsters, finding and buying items in the process.

"mobygames.com"

7.5

Wizardry: New Age of Llylgamyn

Developer	Thunder Stone Japan
Publisher	Soliton
Release date	(jp) October 28, 1999
Genre	Role-playing game
Players	1 Player

Wizardry: New Age of Llylgamyn is a continuation of the Legacy of Llylgamyn. The New Age of Llylgamyn continues with the remakes of the 4th and 5th part of the story. Each collection has great smooth-scrolling 3D graphics (which can be turned off completely if the player is a purist), and gallery bonuses that show off artwork. This is the only collection of games to include a vast remake of Wizardry IV: The Return of Werdna, known as the most difficult game in the series.

SuperLite Gold
August 2001

Wizardry Empire: Ikoshie no Oujo

Developer	Starfish
Publisher	Starfish
Release date	(jp) November 15, 2000
Genre	Role-playing game
Players	1 Player

Wizardry Empire - Princess of the Ancient, also known as Wizardry Empire - Inishie no Oujou, is the first game in the Empire series for PlayStation. A sequel was also released on PlayStation, and a third game was released for the PSP.

Good Price
December 2001

Wizardry Empire II: Oujo no Isan - Legacy of the Princess

Developer	Starfish
Publisher	Starfish
Release date	(jp) October 17, 2002
Genre	Role-playing game
Players	1 Player

Wizardry Empire II - Legacy of the Princess, also known as Wizardry Empire II - Oujo no Isan, is the second game in the Empire series for PlayStation, and the first not based on a GameBoy Color game.

Good Price
August 2003

Wizardry VII: Gadeia no Houshu

8.0

Developer	Locus
Publisher	SCEI
Release date	(jp) October 13, 1995
Genre	Role-playing game
Players	1 Player

Crusaders of the Dark Savant is the seventh installment of the Wizardry series and a direct sequel to Bane of the Cosmic Forge. The heroes travel to the planet Guardia, which is populated by many races and organizations with their own agendas, including the rhinoceros-like Imperial Umpani Federation and the spidery T'Rang affiliated with a malevolent being known as the Dark Savant, whose goal is to get rid of the Cosmic Lords.

"mobygames.com"

Reprint
February 1999

Wizard's Harmony

6.5

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) December 29, 1995
Genre	Adventure, Simulation
Players	1 Player

Wizard's Harmony tells the story of the Wizard Rufus that after causing a scandal at the wizards academy, and destroy the magical power of Dale, get punished. He begins the game having to recruit five apprentices, then having to train them during a three years time, to improve their stats at the wizards academy.

SuperLite 1500 Series
December 2002

Wizard's Harmony 2

8.0

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) October 16, 1997
Genre	Adventure, Simulation
Players	1 Player

In Wizard's Harmony 2, the player takes the role of a new wizard, called Scion Schelnarg. He is the master of the Magic Club but outside forces unravel his little academy of acolytes. Together, him and his friends rebuild the Magic Club by interaction, good schooling and a touch of the mystical arts. The game plays out much the same as it`s previous title in the series.

"kimsufi.com"

Wizard's Harmony R

6.0

Developer Arc System Works
Publisher Arc System Works
Release date (jp) November 26, 1998
Genre Adventure, Simulation
Players 1 Player

Wizard's Harmony R feature a new the main character, Tians. Wizard's Harmony R is a simulation that takes place in a Magic Academy where players must master the arcane arts and socialize with members of the school. The game perspective views the world from an overhead, isometric position that affords ample coverage of the action on screen.

"kimsufi.com"

SuperLite 1500 Series
December 2002

Wolf Fang: Kuhga 2001

7.5

Developer Tsuji Jimusho
Publisher Xing Entertainment
Release date (jp) May 10, 1996
Genre Shooter
Players 1-2 Players

Wolf Fang, known outside of Japan as Rohga: Armor Force, is the sequel to Vapor Trail. In 2001, two years after the events from Vapor Trail, the technology allows for the building of mechs rather than jets. The DAGGER organization returns and targets the mech factories in Australia and New Zealand.

The game is a side-scrolling shooter, in which the player controls a mech using different types of armament in order to defeat the foes in its path.

Maruran Series 7
December 2000

Wolkenkratzer: Shinpan no Tou

Developer Westone
Publisher Asmik Ace Entertainment
Release date (jp) March 1, 1996
Genre Action role-playing game
Players 1 Player

Wolkenkratzer Shinpan No Tou is a first person RPG in which players make their own character (male of female), between different classes (warriors, magician, etc.), and start climbing a tower. Before the start of the tower, the player can visit the town and buy different kind of weapons and items. In battles, the game changes the view to a third person perspective.

Wonder 3

Developer Capcom
Publisher Xing Entertainment
Release date (jp) April 2, 1998
Genre Compilation
Players 1-2 Players

Wonder 3, a port of of the arcade machine Three Wonders, contains three different games: Roosters, Midnight Wanderers outside of Japan, is a run-and-gun game. The gameplay is very similar to Ghosts 'N Goblins, made by the same developer. Chariot is a shoot-em-up similar to Gradius. And Don't Pull, essentially a polished and updated version of Pengo. In this single screen game, the player plays as a bunny or chipmunk walking through a maze full of baddies.

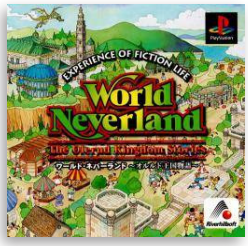
Value 1500
October 2001

Wonder B-Cruise

Developer Digital Kids
Publisher SunSoft
Release date (jp) October 7, 1999
Genre Strategy
Players 1 Player

Wonder B-Cruise, also known as Wander Vehicles, takes place in a fantasy world where an army of dogs fights against an army of monkeys. The player controls the army of dogs and have to defeat the monkeys through different missions.

The gameplay is classic strategy tactical game in which players has units that have three movements in each turn, where they can choose to use items, defend or attack.



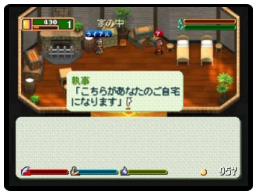
Playstation the Best
August 1998

World Neverland: Olerud Oukoku Monogatari

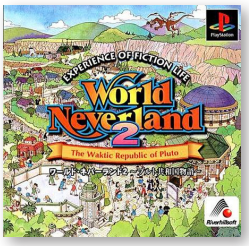
Developer Riverhill Soft
Publisher Riverhill Soft
Release date (jp) October 23, 1997
Genre Role-playing game, Simulation
Players 1 Player

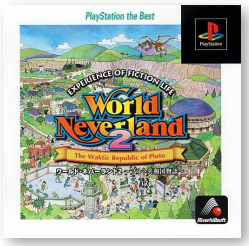
World Neverland Olerun Oukoku Monogatari is the first game in the World Neverland series for the PlayStation. The game takes places in a fictional world in with the characters make friends, fall in love, get married, have children, have jobs, and grow old.

The game feature 120 different people living in the small country.



World Neverland 2: Pluto Kyouwakoku Monogatari





PlayStation the Best
November 1999

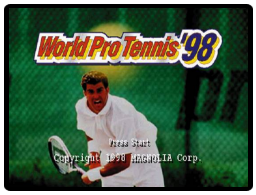
Developer Riverhill Soft
Publisher Riverhill Soft
Release date (jp) February 25, 1999
Genre Role-playing game, Simulation
Players 1 Player

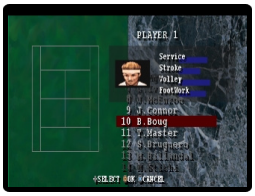
World Neverland 2 The Waktic Republic of Pluto takes place in the city-state marine republic of Pluto, a small country in which multi-racial people lives.

Players live a life as an ordinary citizen in the republic of Pluto. There is no epic quest to conquer or world spanning adventure to go on. Players just live a life.

7.0

World Pro Tennis '98



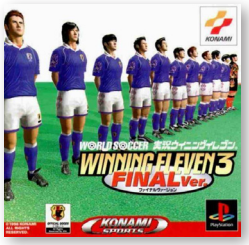


Developer I.Magic
Publisher I.Magic
Release date (jp) August 6, 1998
Genre Sports
Players 1-4 Players

World Pro Tennis '98 is a tennis game with the game modes: Exhibition, quick singles or doubles match for up to four players at the same time. World Tour, players compete in different tournaments around the world and try to become number 1. And Training, players practice their strokes before start the world tour mode. This mode features a tutorial, a wall mode, auto tennis (receive balls from a automatic machine) and service modes.

8.1

World Soccer Jikkyou Winning Eleven 3 Final Ver.



Developer KCE Sapporo
Publisher Konami
Release date (jp) December 11, 1998
Genre Sports
Players 1-2 Players

World Soccer Winning Eleven 3 - Final Version is an officially licensed action soccer game, and the follow-up to J.league Jikkyou Winning Eleven 3, known as ISS Pro 98 in North America. Several bugs and improvments from the last version where fixed, for example: match speed, shooting power, goalie movement, auto save ability, and camera option, etc.

World Soccer Jikkyou Winning Eleven 3: World Cup France '98

7.3

Developer	KCET
Publisher	Konami
Release date	(jp) May 28, 1998
Genre	Sports
Players	1-2 Players

World Soccer Jikkyou Winning Eleven 3 World Cup France '98, is a soccer game published by Konami Sports. Players are able to select their favourite team among the 32-qualified team in the World Cup 1998, along with eight other teams.

The game features audio comments in six lenguages: English, French, German, Italian, Spanish and Japanese.

World Stadium EX

Developer	Namco
Publisher	Namco
Release date	(jp) July 26, 1996
Genre	Sports
Players	1-2 Players

World Stadium EX is the first game in PlayStations World Stadium series. The game features the game modes: VS Mode, where one play against another player or against the computer. Season Mode, where one choose a team and play a season. Mini games, where one play different mini games of batting, throwing, etc. And Training Mode, that let the player practice batting, throwing and catching.

"kimsufi.com"

World Stadium 2

Developer	Namco
Publisher	Namco
Release date	(jp) April 29, 1998
Genre	Sports
Players	1-2 Players

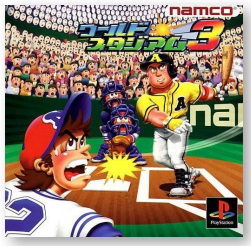
World Stadium 2 features new game modes and the PocketStation feature that allow players to create their own characters, play mini games and bring two friends to play with each other.

The game features several different modes, even a music composser in which the player can select where to put the different notes and then listen to the melodies.

World Stadium 3

Developer Namco
Publisher Namco
Release date (jp) April 8, 1999
Genre Sports
Players 1-2 Players

World Stadium 3 is the third game in the World Stadium series. The title features new game modes and the PocketStation feature. Game Modes include: Season Mode, where players choose a team and play a season. Free Mode, where one create a tournament choosing six different teams and try to win the cup. Quest Mode, where the player controls a samurai in the Medieval Japan and try to defeat them in a baseball match to win lands. Along with several other game modes.

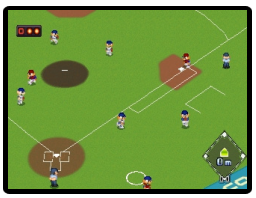


World Stadium 4

Developer Namco
Publisher Namco
Release date (jp) March 23, 2000
Genre Sports
Players 1-2 Players

World Stadium 4 is the fourth game in the World Stadium series, featuring new game modes and a PocketStation feature that allow players to create their own characters, play mini games and bring two friends to play with each other.

Game Modes include: VS Mode, Season Mode, Free Mode, Mini games, and Training Mode.



World Stadium 5

Developer Namco
Publisher Namco
Release date (jp) May 10, 2001
Genre Sports
Players 1-2 Players

World Stadium 5 is the fifth and last game in the World Stadium series. This title features much of the same gameplay along with the new game mode, “Pirate league creepy”. In this mode, players choose their favorite teams and winning fights to get more points that can be used to get players from other teams.

World Tour Conductor

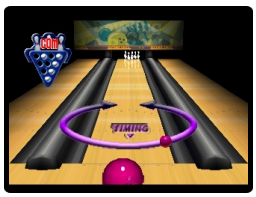
Developer TYO
Publisher TYO
Release date (jp) August 26, 1999
Genre Dating sim, Simulation
Players 1 Player

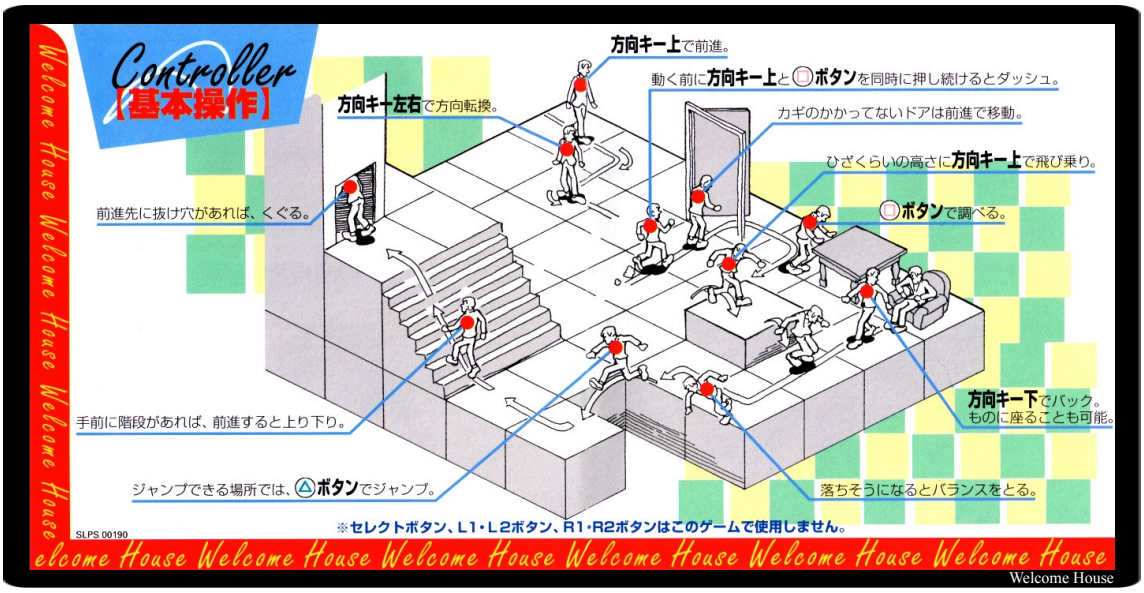
World Tour Conductor is an adventure game sponsored by the JTB Corporation, the largest travel agency in Japan. The game let players travel around the World in places like Hawaii, Los Angeles, San Francisco, London, Paris, etc. Players can try to improve their knowledge about the places before travel, and also improve their knowledges on other subjects, like TV, art, Movies, etc. The knowledge will help them later in the game when they will get the change to date some of the girls that travel with them.

World Tournament Bowling

Developer DigiCube
Publisher DigiCube
Release date (jp) February 27, 2002
Genre Sports
Players 1-4 Players

World Tournament Bowling is a bowling game that features four different characters to choose from, two different game controls, and three game modes, including single, vs. and tournament mode.



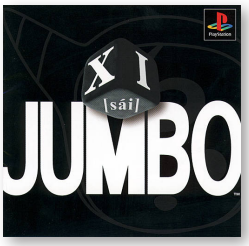


7.3

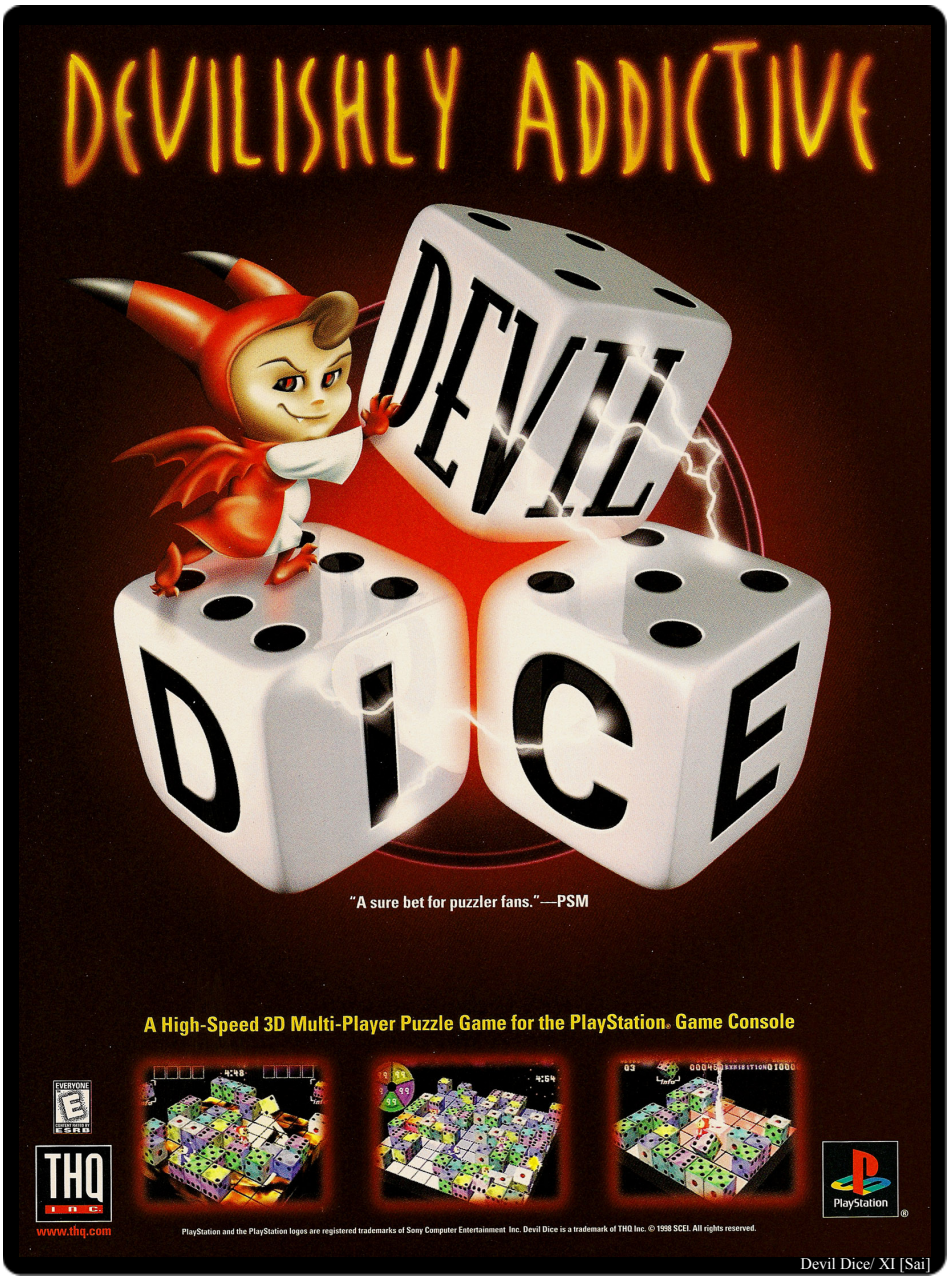
XI [sai] Jumbo

Developer Shift
Publisher SCEI
Release date (jp) December 22, 1999
Genre Puzzle
Players 1-2 Players

XI Jumbo is the sequel to Devil Dice, only released in Japan and Asia. The "Jumbo Mode" gameplay changes were integrated into Bombastic on the PS2. Another new feature is the Battle Mode that has been completely redesigned. A two-field battle where opponents rain dice down upon each other is now used. Players must use their brain and vicious nature to defeat the opponent by snatching dice or hurling dice at them.



PlayStation the Best
May 2001

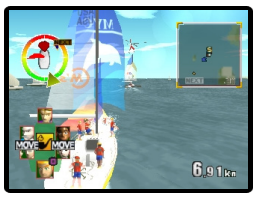


Devil Dice/ XI [Sai]

Yacht Racing Game 1999: Ore no Yatto: Ganbare Nippon Challenge

Developer Tomy
Publisher Tomy
Release date (jp) October 7, 1999
Genre Racing, Simulation
Players 1 Player

Yatch Racing Game 1999 is a game based on the Yatch racing sport. The game features different yatchs, teams like Nippon Challenge or Miami Yatch team, and nationalities. Player can customize all their yatch parts, and choose their crew, before entering the race.



Yakata: Nightmare Project

7.3

Developer Chime
Publisher ASK Corporation
Release date (jp) June 4, 1998
Genre Role-playing game
Players 1 Player

Yakata: Nightmare Project is an RPG with detective/mystery thematics rarely seen in games of its genre. Unlike most RPGs, it is set in an isolated environment; much of the gameplay is dedicated to exploration of the huge mansion and its surrounding, with conversation and event-triggering reminiscent of Japanese adventure games. Anime-style full-motion movie are used to advance the story. The most important dialogues feature voice acting.

Best of the Best
January 2003

Yakiniku Bugyou

7.2

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) May 24, 2001
Genre Puzzle
Players 1-2 Players

Yakinikubugyō put players in the role of a BBQ chef, and it's their job to make sure the customers leave happy and full from their restaurant. The goal of each stage in the game is to make sure players keep all three customers happy when the timer runs out by handing out the right food to the right person, while making sure it's not undercooked or burned to a black piece of coal.

"mobygames.com"

Yakitori Musume: Sugo Ude Hanjouki

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) May 9, 2002
Genre	Puzzle
Players	1-2 Players

In Yakitori Musume: Sugoude Hanjouki, a fast-paced game of reflexes and memorization/timing, one play a girl running a yakitori joint. Players need to please customers with enough well-cooked skewers of grilled food before an arbitrary time limit expires.

Munasawagi no Yokan: Yagami hiroki no Game-Taste

Developer	Nihon Create
Publisher	Kodansha
Release date	(jp) May 20, 1999
Genre	Dating sim
Players	1 Player

Yagami Hiroki no Game-Taste - Munasawagi no Yokan is a dating simulation game in which the player takes the role of a Japanese student that goes to study to the USA. He also has a part time job in an advertising agency.

The character designs are made by Hiroki Yagami.

6.0

Yaku: Yuujou Dangi

Developer	Axes Art Amuse
Publisher	Idea Factory
Release date	(jp) January 13, 1996
Genre	Adventure
Players	1 Player

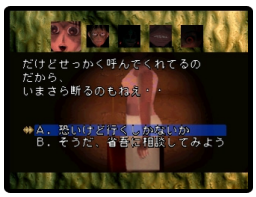
Yaku - Yuujou Dangi is a first person perspective adventure game in which the player controls a young kid and his friend. They decide to enter a mysterious mansion one night, and as soon as they arrive, they become separated. When they start walking around the mansion, strange things and horrible creatures appears.

Yaku Tou: Noroi no Game

5.0

Developer Axes Art Amuse
Publisher Idea Factory
Release date (jp) February 7, 1997
Genre Adventure
Players 1 Player

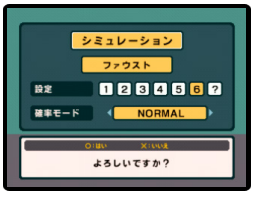
Yaku Tsuu - Noroi no Game is the second horror adventure game in the series. The game is supervised by manga creator Hideshi Hino, a Japanese manga artist who specializes in horror stories. Hideshi Huno also wrote and directed two of the Guinea Pig horror movies which were based on his manga: Flower of Flesh and Blood, which he also starred in, and Mermaid in a Manhole. The game is similar to the prequel.



Yamagata Digital Museum

Developer Infinity
Publisher Imagineer
Release date (jp) November 18, 1999
Genre Other
Players 1 Player

Yamagata Digital Museum is a PlayStation game based on the work of Hiro Yamagata, divided into the four CDs; Spring, Summer, Autumn and Winter. In each disc, there is an option to check the profiles of Hiro Yamagata, the game staff and Hideki Tougi, and an art option to start watching the different pictures of Hiro Yamagata.



Yamasa Digi Guide: Faust

Developer Yamasa Entertainment
Publisher Yamasa Entertainment
Release date (jp) January 18, 2001
Genre Casino
Players 1 Player

Yamasa Digi Guide - Faust is a pachinko slot machine simulator that feature the usual gameplay and game modes.

Yamasa Digi Guide: Hyper Rush

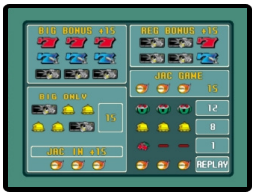
Developer Yamasa Entertainment
Publisher Yamasa Entertainment
Release date (jp) October 5, 2000
Genre Casino
Players 1 Player

Yamasa Digi Guide - Hyper Rush is another pachinko slot machine simulator from Yamasa, featuring the usual gameplay and game modes including ”Yamasa Digi Guide”.

Yamasa Digi Guide: M-771

Developer Yamasa Entertainment
Publisher SunSoft
Release date (jp) November 16, 2000
Genre Casino
Players 1 Player

Yamasa Digi Guide - M-771 is a gambling machine simulator. It faithfully emulate the gambling machine with a good presentation where the player can configurate all the options in the machine.



Yamasa Digi Guide: New Pulsar R

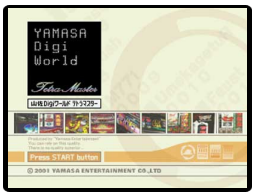
Developer Yamasa Entertainment
Publisher SunSoft
Release date (jp) October 5, 2000
Genre Casino
Players 1 Player

Yamasa Digi Guide - New Pulsar R is another gambling machine simulator. In this title, players can once again play on gambling machine.

Yamasa Digi World: Tetra Master

Developer Yamasa Entertainment
Publisher Yamasa Entertainment
Release date (jp) May 24, 2001
Genre Casino
Players 1 Player

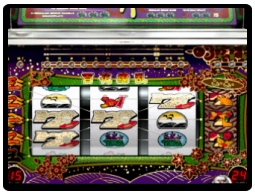
Yamasa Digi Guide - Tetra Master is another game in the Yamasa series of pachinko slot machine simulators, featuring the usual gameplay and game modes.

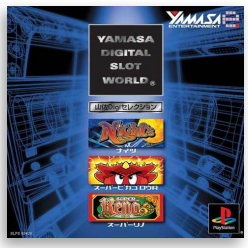


Yamasa Digi Guide: Umekagetsu R

Developer Yamasa Entertainment
Publisher Yamasa Entertainment
Release date (jp) December 21, 2000
Genre Casino
Players 1 Player

Yamasa Digi Guide - Umekagetsu R is a pachinko slot simulator that feature the model ”Meihua month”, the successor to the popular model “Kagetsu”.





DX Package
April 2002

Yamasa Digi Selection

Developer Yamasa Entertainment
Publisher Yamasa Entertainment
Release date (jp) April 25, 2002
Genre Casino
Players 1 Player

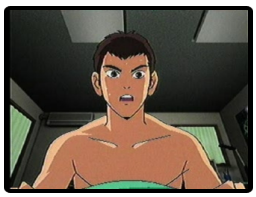
Yamasa Digi Selection is a collection of the three gambling machines Nights, Super Pikagoro R and Super Reno. It faithfully emulates the three gambling machines with a good presentation and the player can configurate all the options in the machines.

Yamasa Digi Selection 2

Developer	Yamasa Entertainment
Publisher	Yamasa Entertainment
Release date	(jp) October 24, 2002
Genre	Casino
Players	1 Player

Yamasa Digi Selection 2 is a collection of the four gambling machines Panic Saurus, Kung-Fu Retsuden, King Pulsar and Super Reno. The game feature the usual game modes and gameplay seen in the series.

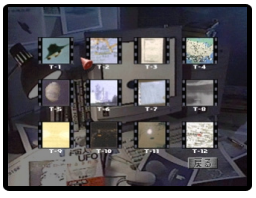
Yami Fuku Natsu: Teito Monogatari Futatabi



Developer	B-Factory
Publisher	B-Factory
Release date	(jp) April 8, 1999
Genre	Action-adventure
Players	1 Player

Yamifuku Natsu: Teito Monogatari Futatabi is an action adventure game in which the player controls the young student, Hiroshi Kimura, that get involved in some strange adventure when he one night find the Spirit stone. The stone let him travel between the real world and the demon world.

Yaoi Junichi Gokuhi Project UFO Wotsuie!!



Developer	Japan Clary Business
Publisher	Japan Clary Business
Release date	(jp) May 24, 1996
Genre	Other
Players	1 Player

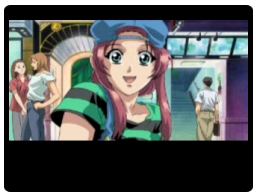
Yaoi Junichi Gokuhi Project UFO Wotsuie!! is a collection of data and videos of Yaoi Junichi investigations about UFO's, the player can read all the data and watch the videos in a video player.

Yaoi Junichi is the leading UFO researcher in Japan and appeared on a very select panel of paranormal experts, he also has supervised the production of a real-live UFO radar.

Yarudora Series Vol. 1: Double Cast

7.7

PlayStation the Best
August 2001



Developer	Sugar & Rockets, Production I.G.
Publisher	SCEI
Release date	(jp) June 25, 1998
Genre	Adventure
Players	1 Player

Yarudora Series vol.1 - Double Cast begins when the protagonist crashes on a pile of garbage after stumbling home after a night out drinking with fellow members of a film club. While still asleep, drunk, and foul, a girl named Mitsuki Akasaka rouses the protagonist up. It soon becomes clear that Mitsuki has lost her memory but still remembers her name. Players must help Mitsuki remember her circumstances and possibly regain her memory in a flick screen interactive adventure.

Yarudora Series Vol. 2: Kisetsu o Dakishimete

7.0

PlayStation the Best
August 2001

Developer	Sugar & Rockets, Production I.G.
Publisher	SCEI
Release date	(jp) July 23, 1998
Genre	Adventure
Players	1 Player

In Yarudora Series Vol.2 Kisetsu O Dakishimete, the protagonist and his friend Tomoko are walking under cherry trees filled with blossoms when they find a young girl who appears to be sleeping. The unconscious girl happens to be Asayo, who the protagonist had a major crush on in high school. When she wakes up, her memory has been wiped clean and it's up to the player and Tomoko to help her remember.

Yarudora Series Vol. 3: Sampaguita

6.3

PlayStation the Best
Auugust 2001

Developer	Sugar & Rockets, Production I.G.
Publisher	SCEI
Release date	(jp) October 15, 1998
Genre	Adventure
Players	1 Player

While walking home in the rain from a party one night, the protagonist finds a girl sitting in the street. Homing in closer for a look, she has a cut on her head and is bleeding. Chivalry isn't dead when the player props the girl on his back and brings her home. Her name is Maria but she remembers nothing else about herself and why she was in the gutter.

5.3

Yarudora Series Vol. 4: Yukiwari no Hana

Developer Sugar & Rockets, Production I.G.
Publisher SCEI
Release date (jp) November 26, 1998
Genre Adventure
Players 1 Player

The Yarudora series of games all followed a central theme where a girl with amnesia enters the player's life. With the appearance of the girl, an interactive adventure follows where the story plays out in animated motion with choices to select along the way which affect the ultimate outcome. This was the last game in the series for PlayStation. The series was also released on PSP.

PlayStation the Best
August 2001

Yellow Brick Road

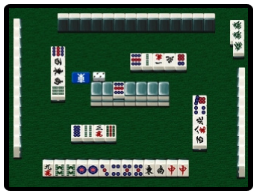
Developer Synergy
Publisher Acclaim Entertainment
Release date (jp) August 30, 1996
Genre Action-adventure
Players 1 Player

Inspired by the Oz Books by L. Frank Baum, Yellow Brick Road concerns the player's attempt to thwart an invasion of the Emerald City by the Gnome King.

The game's structure is reminiscent of first-person adventures: the player interacts with the environment and manipulates inventory items to proceed. The puzzles, however, are kept to a minimum, since combat occupies a significant portion of the game.

"mobygames.com"

5.0



Yoshimoto Mahjong Club Deluxe

Developer Psikyo
Publisher Psikyo
Release date (jp) February 11, 1999
Genre Board game
Players 1 Player

Yoshimoto Mahjong Club Deluxe is a mahjong game based on a Japanese TV show in which 26 popular Japanese comedians play mahjong in some sort of tournament.

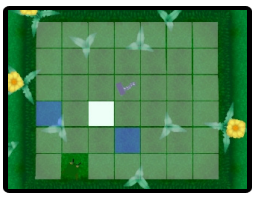
SuperLite 1500 Series
September 2000

Yoshimoto Muchicco Dai-kessen

6.0

Developer Polygon Magic
Publisher SCEI
Release date (jp) September 30, 1999
Genre Adventure, Mini-games
Players 1 Player

Yoshimoto Muchicco Dai-Kessen, based on the anime series Yoshimoto Muchcco Monogatari (Yoshimoto Insect Stories), is a collection of mini games that takes place in different places on an island. To advance to different places, the player have to pass the mini games.



Yoshimura Shogi

Developer KCET
Publisher Konami
Release date (jp) March 26, 1998
Genre Board game
Players 1-2 Players

Yoshimura Shogi is a shogi game that features a complete tutorial, a vs. computer, and a vs. player game modes. The game also features Japanese voice acting for each of the players movement.

Youchien Gaiden Kareinaru Casino Club: Double Draw

Developer Affect
Publisher Affect
Release date (jp) December 21, 2000
Genre Casino
Players 1-4 Players

Youchien Gaiden Kareinaru Casino Club - Double Draw is a gambling game that features Roulette, Baccarat, Blackjack, Gunshooting, Racing, etc.

The game features three game modes: Lesson Mode, Story Mode, and Party Mode.

Youkai Hana Asobi

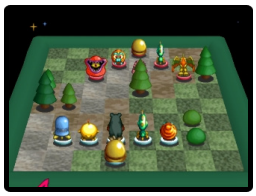
Developer	Unbalance
Publisher	Unbalance
Release date	(jp) August 9, 2001
Genre	Cards
Players	1 Player

Youkai Hana Asobi is a hanafuda game with different kind of modes to play, there are eight different characters to choose and the cards are designed by Shigeru Mizuki, a Japanese manga author, most known for his shonen Japanese horror manga GeGeGe no Kitaro.

The game features: 48 different spectre cards and different background images to choose from.

Yu-Gi-Oh! Monster Capsule Breed & Battle

6.6



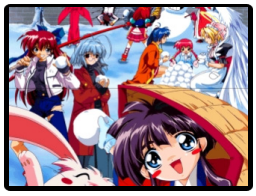
PlayStation the Best
July 1999

Developer	Konami
Publisher	Konami
Release date	(jp) July 23, 1998
Genre	Tactical role-playing game
Players	1-2 Players

Yu-Gi-Oh! Monster Capsule Breed & Battle' is Konami's first Yu-Gi-Oh! game. It uses a variant of the Capsule Monster Chess game from the manga. The promotional cards included with the game predate the Yu-Gi-Oh! Official Card Game. They are also based on the Duel Monsters game from the manga, but are not legal in the OCG or TCG.

Yukinko * Burning

7.8



Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) January 31, 2002
Genre	Sound novel
Players	1 Player

Yukinko Burning is a sound novel set in a snow country. The adventure takes place in the village of Charukiki and the main characters are Hayato Sanada and the butler von Magnum Grey. Players can visit parts of the village and the mountain and during the game, meet different characters, all of them with Japanese voice acting.

Limited Edition
August 1997

Yukyu Gensokyoku

8.0

Developer	Starlight Marry, ISCO
Publisher	Media Works
Release date	(jp) August 28, 1997
Genre	Role-playing game, Simulation
Players	1 Player

A young traveler finds himself working in a shop in the town of Enfield after being rescued by the shop's owner. One day, he's arrested on suspicion of stealing a work of art, and though he does not remember doing such a thing, several people claim to have seen him fleeing the scene of the crime. A peculiar law in the town says that if he can gain the favor of the town, he can request a retrial, and so the young man and several of his friends in the town start taking odd jobs in order to gain the trust of the town.

Yukyu Gensokyoku 2nd Album

7.0

Developer	Starlight Marry
Publisher	Media Works
Release date	(jp) March 26, 1998
Genre	Role-playing game, Simulation
Players	1 Player

Yūkyū Gensōkyoku: 2nd Album follows directly after the events of the first game. The Third Division Vigilante Corps have earned the trust of the people of Enfield, and under the popular Commander Neumann, they have worked hard to earn this trust. However, Neumann is now gone, leaving the third division with low morale and little work, and eventually the main character from the previous game is the only member left.

"mobygames.com"

Yukyu Gensokyoku 3: Perpetual Blue

Developer	Starlight Marry, Acquire
Publisher	Media Works
Release date	(jp) December 22, 1999
Genre	Role-playing game, Adventure
Players	1 Player

Yukyu Gensokyouku 3 Perpetual Blue is an adventure RPG. Instead of the medieval theme set in the other games, the third instalment is set in the modern world and features some members of a bureau that fights against magic monsters.

Yukyu Gensokyoku ensemble

Developer	Starlight Marry
Publisher	Media Works
Release date	(jp) December 10, 1998
Genre	Role-playing game, Simulation
Players	1 Player

Yūkyū Gensōkyoku ensemble is a fan disc for Yūkyū Gensōkyoku, featuring new stories involving the characters, several minigames, and an art gallery. Another feature are the visit town mode, where the player can walk aroun Enfield town and talk to different characters and visit places in the town.

Yukyu Gensokyoku ensemble 2

Developer	Starlight Marry
Publisher	Media Works
Release date	(jp) March 4, 1999
Genre	Role-playing game, Simulation
Players	1-2 Players

Yūkyū Gensōkyoku ensemble 2 is a fan disc for Yūkyū Gensōkyoku: 2nd Album, and like the previous one, features a new side story, several minigames, and an art gallery. This title also features a new 2 players vs. mode.

Yukyu Gensokyoku Hozonhan: Perpetual Collection

Developer	Media Works
Publisher	Media Works
Release date	(jp) Adventure
Genre	Compilation
Players	1 Player/1-2 Players

Yukyu Gensokyoku - Perpetual Collection is a compilation of five of Starlight Marry's Yukyu Gensokyoku games; Yukyu Gensokyoku, Yukyu Gensokyoku 2nd Album, Yukyu Gensokyoku Ensemble, Yukyu Gensokyoku Ensemble 2, and Yukyu Gensokyoku 3 Perpetual Blue - Visual Collection. The game, also released for Saturn, was the last officially released Saturn title.

Yukyu Kumikyoku All Star Project

7.6

Developer Starlight Marry
Publisher Media Works
Release date (jp) August 24, 2000
Genre Adventure, Board game
Players 1 Player

Yūkyū Kumikyoku (Eternal Suite) is the final title in the Yūkyū Gensōkyoku series, and is once again, a traditional Japanese adventure game. The story takes place in an alternate continuity where the characters from the previous games are all students at the same school. The player chooses a character from the series history, and then must become friends with other characters, while also keeping on top of their studies.

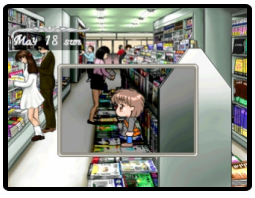
"mobygames.com"

Yume no Tsubasa

Developer KID
Publisher KID
Release date (jp) September 28, 2000
Genre Adventure
Players 1 Player

Yume no Tsubasa tells the story of a sensitive young man of 17, raised only by his father, who get his world fallen apart when his father dies in an airplane crash. He decide to go live with his aunt and uncle on a ranch built by his grandfather. Focusing on the cause of his father's death, he pour his studies and work into the understanding of airplanes. The death of his father also makes him something of an introvert and shy around girls, but his new locale opens up new possibilities with the opposite sex.

Yume-Iroiro



Developer Feathered
Publisher Feathered
Release date (jp) July 30, 1998
Genre Dating sim
Players 1 Player

Yume-Iroiro is a dating simulation game in the style of Tokimeki Memorial. But in this game, the player has the choice between a male or a female character, where the male will date girls and the female date boys. The game takes place in a high school and the player can try to date different people and take them to different places.

Yuugen Kaisha Chikyuu Boueitai: Earth Defenders Corporation

Developer	Media Rings
Publisher	Media Rings
Release date	(jp) April 28, 1999
Genre	Dating sim, Tactical role-playing game
Players	1 Player

Yuugen Kaisha Chikyuu Boueitai - Guard of Earth Organization, or Earth Defenders Corporation, is a mix between a simulation and a tactical RPG game with some adventure elements.

The main part of the game is about training members of the team that will pilot the giant robots later in the game.

Fukyuuban 1500 Series
April 2000

Yuukyuu no Eden

Developer	Zero System
Publisher	ASCII Entertainment
Release date	(jp) April 22, 1999
Genre	Adventure, Tactical role-playing game
Players	1 Player

The protagonist, Roddy, start his adventure when he find a treasure on the islands of Eden. There are seven islands: Forest island, Sea island, Magic island, Golden island, Ice island, Machenery island and Darkness Island. Each of the islands got their own schemes. Each islands also has their own dangers, like ice blocks in the ice island, magic traps in the magic island, etc.

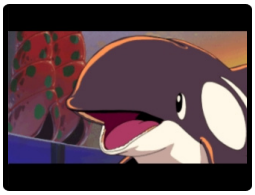
ASCII
Casual Collection
October 2000

9.0

Yuusha-Ou GaoGaiGar: Blockaded Numbers

Developer	Takara
Publisher	Takara
Release date	(jp) April 8, 1999
Genre	Action-adventure, Mini-games
Players	1 Player

Yuusha-Ou GaoGaiGar Blockaded Numbers is an adventure game in which the player goes to different places and play mini games, like jump on an orc, ride on a rollercoaster, defeat an enemy using an mecha robot, etc. The game features Japanese voice acting, a database mode that will be unlocked playing the game, and several anime sequences.



Yuuyami Doori Tankentai

8.6

Developer	Exit
Publisher	Spike
Release date	(jp) October 7, 1999
Genre	Adventure
Players	1 Player

Yuyami Toori Tankentai is a horror adventure game that takes place between 6th of may until 14 August in small town. The player takes the role of Nao, a 13 year old boy, and his friends Kurumi, Sango and their dog, Melos. Rumours about strange spirits has said to be seen in town and the gang start to investigate.

The Best Takaramono
August 1999

Yuuwaku Office Renaika

Developer	Japan Media Programming
Publisher	Takara
Release date	(jp) July 30, 1998
Genre	Dating sim, Simulation
Players	1 Player

Yuuwaku Office Renaika is a dating simulation game in which the player controls a young employee in an office. Players have to make different project for his company. Depending on the success of those projects, his stats and the way the rest of office employees consider him, will change. The game feature different endings depending on how much money and how high the character stats are at the end of the two years.

Yukyu Gensokyouku Ensemble 1

8.2

Zanac X Zanac

Developer Compile
Publisher Compile
Release date (jp) November 29, 2001
Genre Shooter
Players 1-2 Players

Celebrating the 15th anniversary of Compile's top-down shooter Zanac A.I. comes this remake. Alongside the original, the CD includes Zanac Neo, which is a complete remake that aims to take advantage of 32-bit technology. It uses polygonal graphics and other special effects, as well as adding a more comprehensive storyline with cutscenes, different ships to play in (each with their own upgradable arsenal) and support for two-player co-op gameplay.

7.5

ZeiramZone

Developer Banpresto
Publisher Banpresto
Release date (jp) December 13, 1996
Genre Beat'em up, Fighting
Players 1 Player

Zeiramzone, based on the anime Iria: Zeiram the Animation, give players the role of the bounty huntress from Myce, named Iria. The gameplay is a classic beat'em up in which the player advance through different levels defeating all the enemies on each level.

6.0

GT Max Rev.: All Japan Touring Car Championship

Developer Kaneko
Publisher Kaneko
Release date (jp) February 28, 1997
Genre Racing
Players 1 Player

In Zen Nihon GT Senahuken Max Rev., players can compete in different game modes like Battle, Championship, Time Attack, see his records. The game feature different camera angles and the official team and drivers from Nihon GT championship.

On the second CD, the game features the Max Rev Quick review, a complete database of the machines, team and drivers.

Zen-Nihon Joshi Puroresu: Joou Densetsu

6.9

Developer	GW
Publisher	TEN Institute
Release date	(jp) July 23, 1998
Genre	Sports
Players	1-2 Players

Zen-Nippon Joshi Pro Wrestling - Joou Densetsu Yume no Taikousen is a wrestling game featuring male and female characters, and the two game modes; fighting exhibition matches or fighting for the title.

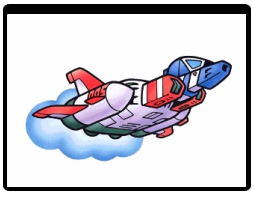
PSOne Books
December 2001

Zen-Nippon Pro Wrestling: Ouja no Kon

8.1

Developer	Human Club
Publisher	Human Entertainment
Release date	(jp) April 8, 1999
Genre	Sports
Players	1-4 Players

Zen-Nippon Pro Wrestling: Ouja no Kon is a Japanese wrestling game. One of the main features in this title is the Powerball system. This system provides each wrestler with two to four Powerballs that can be used in a match in several different ways. Powerballs allow each wrestler to use a special move that is specifically assigned to them, they can be used to give regular moves extra power, or they can be used to kick out of a pin attempt.



Zen Super Robot Taisen Denshi Daihyakka

6.5

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) October 29, 1998
Genre	Other
Players	1 Player

Zen Super Robot Wars Denshi Daihyakka is a complete encyclopedia divided into 2 CDs that features the history of the Super Robot Wars, keyword of Super Robot Wars, Robot and Character Database and an Appendix. The second disk features various movies and such from the games.

Zera-Chan Puzzle: Pitatto Pair

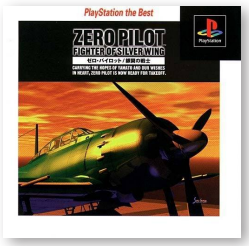
Developer Affect
Publisher Affect
Release date (jp) March 15, 2001
Genre Puzzle
Players 1-2 Players

Zera-chan Puzzle Pittato Pair is a puzzle game with four difficulty levels (easy, normal, hard and special) and three game modes. The game also features more than 240 different stages.

Zero Pilot: Fighter of Silver Wing

Developer Global Entertainment, Marionette
Publisher SCEI
Release date (jp) March 12, 1998
Genre Shooter
Players 1 Players

Zero Pilot - Ginyoku No Senshi is a WWII-based action flight simulation game that give players control of a Japanese pilot defending Japan from Allied attackers. Before each mission, players can listen to the mission briefing.



PlayStation the Best
March 1999

Zero 4 Champ Doozy-J

Developer Media Rings
Publisher Media Rings
Release date (jp) June 20, 1997
Genre Adventure, Racing
Players 1-2 Players

Zero4 Champ Doozy-J is a mix between a racing game and an adventure game. The game is set in the United States, where the player takes the role of a driver who want to become the winner of the Zero Championship. To do that, and advance through the game, he will have to choose what to do each week and talk to different characters, from friends, drivers rivals, mechanics, etc.

Zeus: Carnage Heart Second

9.0

Developer ArtDink
Publisher ArtDink
Release date (jp) November 5, 1998
Genre Adventure, Strategy
Players 1 Player

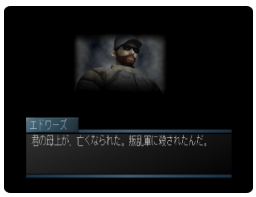
Zeus Carnage Heart Second is a sequel with a new storyline, and significantly different from the original Carnage Heart. Again, players can program every move that the mecha makes themself according to circumstances. The program is laid out by every individual step taken in flowchart form. The game takes place in the year 2198 after the events of the first game.

Zeus II: Carnage Heart

8.5

Developer ArtDink
Publisher ArtDink
Release date (jp) October 7, 1999
Genre Adventure, Strategy
Players 1 Player

Zeus II - Carnage Heart Second is the last game in the series for the PlayStation. The title comes with a new storyline, and vastly improved graphics over the original Carnage Heart. The game takes place five years after the previous Carnage Heart. Humans beings spread out in their hunt for the development of terraforming technology to areas on Mars and Jupiter.



Zig Zag Ball

Developer Lay-Up
Publisher Upstar
Release date (jp) December 10, 1998
Genre Sports
Players 1-4 Players

Zig Zag Ball is a golf game that features two Games modes: Story mode and VS. mode. The story mode features four different character to choose from. The game features different stages and also a shop where players can buy special items that will help them during the stages or improve his health.

7.0

Zill'Oll

Developer Team Infinite
Publisher Koei
Release date (jp) October 7, 1999
Genre Role-playing game
Players 1 Players

Zill O'll is a role-playing game with several distinguishing characteristics. The basic mechanics follow the convention of the genre, with simple turn-based combat (against enemies visibly walking on-screen during exploration) and semi-automatic leveling. Player-controlled character can also learn various skills and raise elemental affinities which play a role in combat. Defeating enemies quickly bestows benefits on the party.

"mobygames.com"

Koei the Best
December 2000

Zipangu Jima: Unmei wa Saikoro ga Kimeru!?

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) October 7, 1999
Genre Board game, Strategy
Players 1-4 Players

Zipangujima: Unmei wa Saikoro ga Kimeru! is an strategy board game that takes place in the medieval japan and features 12 opponent characters and 4 unlockables, eight different scenarios and up to 4 players can play at the same time. The goal of the game is not take the opponent territories, but more about improving the resources one own to win the game.

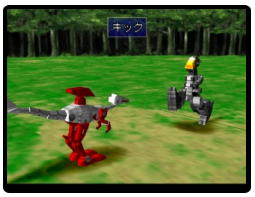
Major Wave Series
September 2000

5.5

Zoids Battle Card Game: Seihou Tairiku Senki

Developer Tomy Corporation
Publisher Tomy Corporation
Release date (jp) July 26, 2001
Genre Card battle, Tactical role-playing game
Players 1 Player

Zoids - Battle Card Game - Seihou Tairiku Senki, based on the multi-media model-kit-based franchise, is a tactic RPG. The gameplay is like a table board game where players can combine the units with a card deck that includes weapons, situations, equipment, ammo, pilots, etc.



Zoids: Teikoku vs Kyouwakoku - Mecha Seita no Idenshi

8.0

Developer Tomy Corporation
Publisher Tomy Corporation
Release date (jp) November 22, 2000
Genre Card battle, Tactical role-playing game
Players 1 Player

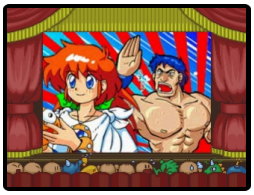
Zoids - Zenebus vs Heric is another tactical RPG based on the model-kit franchise. The player chose to play as either the Helic Republic or the Zenebas Empire. The Helic side is the “easy” mode, as the player starts out with a unit of One Godos, whereas the Zenebas side gives players a unit with an Iguan, Molga, Merda and Gator.

Zoids 2: Herikku Kyouwakoku VS Gairosu Teikoku

6.0

Developer Will
Publisher Tomy Corporation
Release date (jp) February 21, 2002
Genre Tactical role-playing game
Players 1-2 Players

Zoids 2 - Helic Republic VS Guylos Empire is a simulation game set in the Zoids universe. The game pits the Helic Republic against the Guylos Empire, using the popular Zoids toys/anime characters to battle out the conflict. Players move more than 100 different Zoid units to try to beat the computer-controlled enemy forces. There is also a two-player versus mode where players pit their Zoids against each other.



Zoku Gussun Oyoyo

7.3

Developer Irem
Publisher Banpresto
Release date (jp) October 10, 1996
Genre Puzzle
Players 1-2 Players

Zoku Gussun Oyoyo is the sequel to the arcade game, Gussun Oyoyo, and features new game modes. The object of the game is to get the player character to the goal of each level and in the process, saving as many other baby Gussuns as possible, while grabbing as much items as one can for points. There are a variety of enemies, that can be dealt with in various ways.

7.0

Zoku Hatsukoi Monogatari: Shuugaku Ryokou

Developer Koga Game Factory
Publisher Tokuma Shoten
Release date (jp) March 26, 1998
Genre Dating sim
Players 1 Player

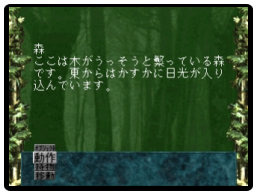
Zoku Hatsukoi Monogatari - Shuugaku Ryokou, also released on PC Engine-FX and Sega Saturn, is a mixture of adventure and "love simulation". The player takes the role of a male student and may choose any time period between ground school to college. Every time period has four different girls that the hero can fall in love with.

Zoku Mikagura Shoujo Tanteidan ~Kanketsuhen~

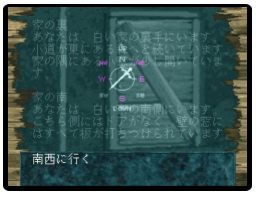
Developer Watoson Team
Publisher Human Entertaiment
Release date (jp) October 7, 1999
Genre Action-adventure
Players 1 Player

Zoku Mikagura Shoujo Tanteidan - Kanketsuhen is the sequel that finish the story of Mikagura Shoujo Tanteidan. The game features some action sequences in which the player has to press a directional button or an action button to pass it and advance in the game. If the player fails, he will have to repeat the action sequence again.

Reprint
September 2000



Zork I: The Great Underground Empire



Developer Activision
Publisher Shoeisha
Release date (jp) March 15, 1996
Genre Adventure
Players 1 Player

A radical graphical remake of Zork: The Great Underground Empire made some 19 years after the series debut on a PDP-10 mainframe at MIT, this version boasts the incorporation of modern gameplay amenities undreamed of the first time around, such as automapping and graphics.

"mobygames.com"

Major Wave Series
May 2000

Zutto Issho: With Me Everytime...

Developer	Beyond Interactive
Publisher	Toshiba EMI
Release date	(jp) March 12, 1998
Genre	Dating sim
Players	1 Player

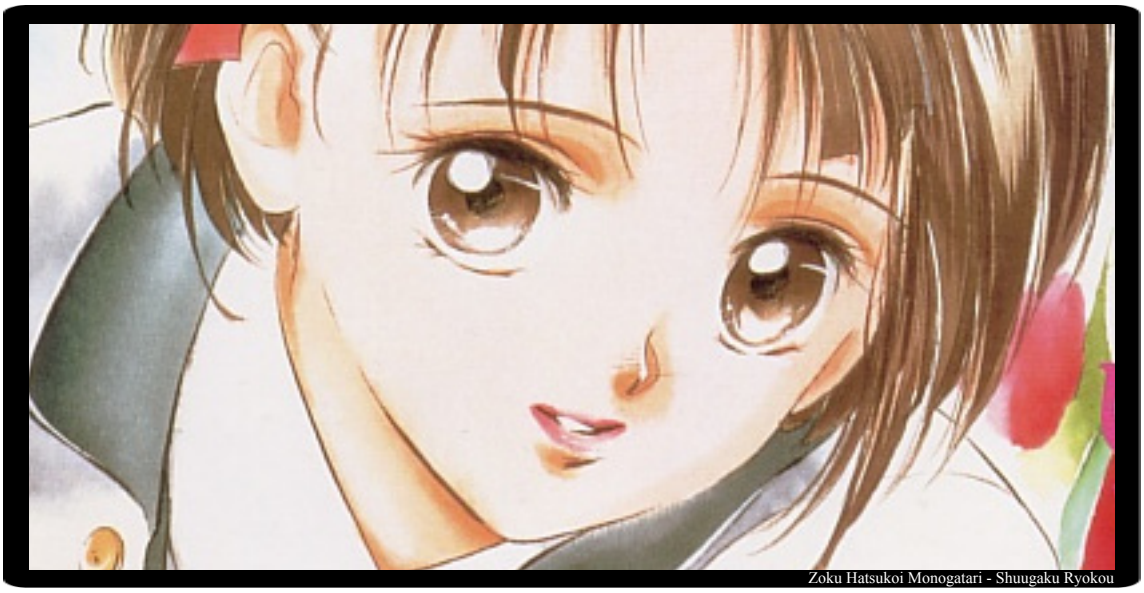
The protagonist have to start living by his own when his parents had to move due to a job transfer. The game features three different girls, Sakura, Tiki and Miki, at the beginning to choose who he want to live with. Each character has their own story, so playing with each of them plays out different in the story.

The Outer Package

ZXE-D: Legend of Plasmalite

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 20, 1996
Genre	Fighting
Players	1-2 Players

The game package sits in a large suitcase sized container that houses four plastic model robots that can be built from the included parts and the ZXE-D game disc. The game is a playable 3D fighting game that showcases the robotic constructions. Each robot has their own set of signature and special moves that may be executed with the common semi-circle and button combinations.

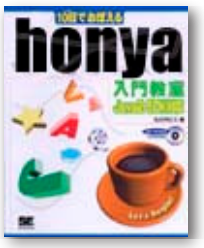


Zoku Hatsukoi Monogatari - Shuugaku Ryokou

Missing Games

These are a collection of Japanese game releases i found in the “PlayStation Database” (kimsufi.com), though, neither PSXdatabase, nor my skills on surfing Japanese PlayStation 1 game information found anything on these games. Most of these games I belive are planned releases that was officially never released. But I wanted to include them in case I was wrong.

Honya



Product nr. SLPS-01273

Found several PSX lists with this game and product number included, but no information. Closest I got was this picture, though, if it is releated, I do not know. --->

Jissen Pachinko Hisshouhou! - CR Tsuri Baka Nisshi & CR Ramen Club

Product nr. SLPS-03194
Genre Casino

Again, lots of mentions but no information, nor pictures from the game. Apparantly a Pachinko slot machine simulator. Probably for the best if this was left out, cause` it`s already to much games in that genre for the PlayStation

Jissen Pachi-Slot Hisshouhou! Single - Space Wing

Product nr. SLPM-86325
Genre Casino

Another pachinko slot machine simulator. Not much else to mention as i found nothing on this title.

JTCC Japanese Touring Car Championship

Product nr. SLPS-00627
Genre Racing

Found nothing worth mentioning. Not even sure if the game is a racing game. Only wrote it due to the title. Now that I think about it, it`s probably a pachinko game.

Madou Reishi Shuon

Product nr. SLPS-01597

I couldn`t find anything on this game, other than a presumed release date of 1999.

Monkey Hero

Product nr. SLPM-86481

Apparently released as part of the Superlite Series in 2000. Was it the same as the North American release of Monkey Hero? Maybe.

Pachitte Chonmage Tatsujin 2 - CR Jurassic Park

Product nr. SLPS-03243
Genre Casino

I am going out on a limb here and say that this game is a pachinko simulator based on a real or a fictional machine with a Jurassic Park theme.

Parts' Dik

Product nr. SLPS-02423

Only thing i found out was that it was released in June of 2000.

PJ's Groove

Product nr. SLPS-02614

I have no idea what this game is about or what it look like.

Pro Yakyuu Ninarou

Product nr. SLPS-02598

I found a cover picture and if this is the original cover for the game, it does look like the game was released. Though, i found nothing on Gamefaq, nor the Japanese PlaysStation site. Only the picture from a Japanese auction site. I am guessing that this is a manager/simulator game with a baseball theme.

Ready 2 Rumble Boxing

Product nr. SLPM-86448

This was supposed to be a Japanese releae of the boxing game, Ready 2 Rumble Boxing. The game was released in North America, but i find no information that the game was released in Japan.

SD Hiryuu no Ken - Episode Ougi no Sho

Product nr. SLPS-02073

What i found out was that this was another game in the Virtual Hiryū no Ken series. A game called SD Hiryū no Ken Gaiden was released in April of 1995, but that was only for the GameBoy.

Seiryuu Densetsu Gaiden

Product nr. SLPS-00942

Found nothing.

Suzuka 8-jikan Taikyuu Road Race

Product nr. SLPS-01635

Found nothing.

Toki wo Kakeru Shoujo

Product nr. SLPS-01425

Found nothing.

Virtua Pachi-Slot Olympia Special 2

Product nr. SLPS-02610
Genre Casino

Another pachinko slot simulator i guess. Couldn`t find any release information, nor any pictures on the game.

Virtual Hiryuu no Ken

Product nr. SLPS-03091

The game Virtual Hiryu No Ken (SLPS-00338), was released. The game Virtual Hiryuu no Ken (SLPS-03091) though, i found nothing on.

Virtua Pachi-Slot IV

Product nr. SLPS-02031
Genre Casino

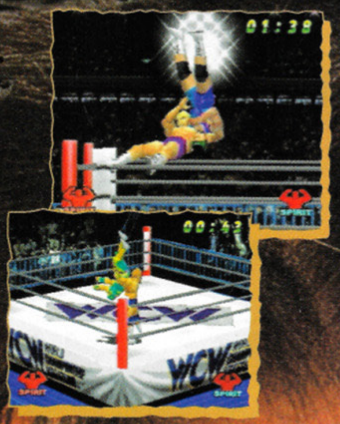
Viruta Pachi-Slot IV, part of the Virtua Pachi-Slot series, is something i found nothing on. I do not belive this was ever released.

World Tour Conductor - WorldWide Dream Travelogue

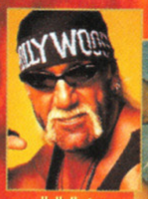
Product nr. SLPM-86892

A fun title. To bad i found nothing on this game.

WCW VS THE WORLD™



"...sets the standard for next generation wrestling games..." EGM '97

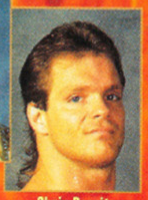

Hulk Hogan

Lex Luger

Dean Malenko

Eddy Guerrero

Ric Flair


Chris Benoit

- Available for PlayStation
- 15 of your favorite WCW superstars
- 60 wrestlers from 6 different organizations
- 30 to 40 moves per wrestler
- Over 10 hot 3-D arenas

Also appearing: Sting, Rick Steiner, Scott Steiner, Ultimo Dragon, Masahiro Chono, Lord Steven Regal...and more!

Visit your local retailer or call
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PlayStation

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by: Kathleen Tracy@kidscreen.com
Rob Novak@ nintendoage.com

In a strategic partnership with Sony, San Diego-based educational software and Internet company Lightspan emulated some of the success that the Apple company had in the eighties, by inserting hardware in schools, with pedagogical games.

Created under the guidance of educators and adhering to national educational objectives and standards, the company's Lightspan Achieve Now series consists of 80 'adventures' that hinge on lessons in reading, language arts and math.

The games where only obtainable for schools and never sold for the general public. The packages that could be bought for anywhere from $20.000-$75.000 ($600 per student per grade on average) came with PlayStation systems, carrying bags, and a range of books and games that usually came in CD-sleeves inside cardboard boxes. Later, Lightspan planned to design a "take-home" version, using the PSOne coupled with a non-Sony built-in monitor that attached to the back. But the program was cancelled before it ever reached full production.

PlayStation produced all of Lightspan's software at Sony Disc Manufacturing, and Sony charged license fees for the use of its gaming platform for a for-profit venture.

Launched back in 1996, more than 3,600 schools in 43 states where using Lightspan systems, according to the Interactive Digital Software Assocation. Dr. Thomas Lockamy, deputy superintendent of academic affairs for the Norfolk, Virginia school system, said his district was 'looking for a program that was not the same old duplication of workbooks and teacher-directed remediation, and this answered the charge.'

Although the Achieve Now software can be played on either PCs or Sony PlayStations, 95% of participating school systems opt to use PlayStations, for two reasons. First, while many children from low-income families did not have access to a computer at home, over 99% of Americans have televisions; and second, experience shows kids prefer the video game platform.

Lightspan chairman and CEO John Kernan said his company chose to go with PlayStation because it offered 'the best technology at the best price, and Sony is a company with which we could develop a solid, long-term relationship.'

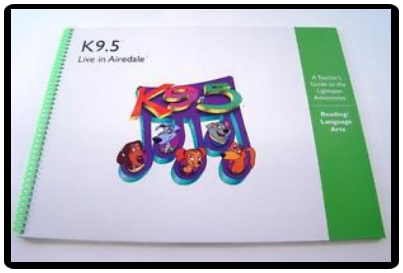
In practical terms, explains Sony's business development manager Nash Parker, PlayStation was the only economically feasible option because it's CD-ROM-based. 'If you were to try and put the software onto Nintendo's cartridges, you would have to build the circuit boards–a much more expensive method. And beyond the cost advantage, CDs are more durable, and you've got to think about durability when you're giving stuff to kids.'

Later, Lightspan also began playing with the PS2 systems to see if they could incorporate the technology into their program. But the company was sold to PLATO Learning for around $50 million, and the company was downsized from 375 employees to 75. In the move to a new office, many employees ended up with taking much of the systems and games left over home.

Today, most of the games can be found on auction sites for a few $, though many of the games are considered rare, the demand are low.

Games and the cardboard box that hold some of them

An official Lightspan carrying bag.



"Teacher Guide" that came with each game series, made for the teachers to learn what the game was trying to teach.

16 Tales

1 Rarity: 7
2 Rarity: 7
3 Rarity: 7
4 Rarity: 7

Number of CDs 4
Release date 1996

16 Tales are part of the more rare releases in the Lightspan series. There is a huge gap in rarity on these games, going from average to extremly rare. Much of this is because many of the newer Lightspan series were rereleased.

16 Tales is a collection of classic stories from different contries. Children can listen to the stories while watching the illustrations.

This was the only image i found of the physical disc. A sad image of the first CD.

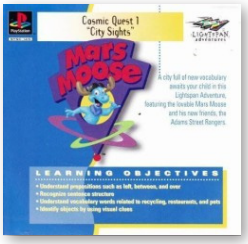
A Mars Moose Adventure - Cosmic Quest

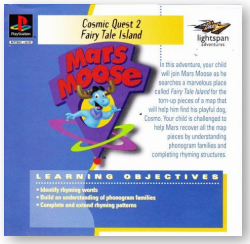
1 Rarity: 3
2 Rarity: 3
3 Rarity: 3

Number of CDs 3
Release date 1998

A City full of new vocabulary awaits children in these Lightspan adventure featuring Mars Moose and his new friends, the Adams Street Rangers.

In Fairy Tale Island, children join Mars Moose as he searches a place called Fairy Tale Island for the torn-up pieces of a map that will help him find his playful dog, Cosmo.





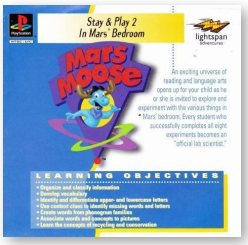
A Mars Moose Adventure - Stay & Play

1 Rarity: 3
2 Rarity: 3
3 Rarity: 3

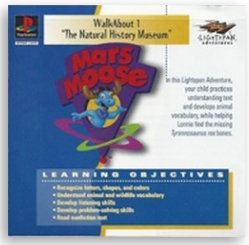
Number of CDs 3
Release date 1998

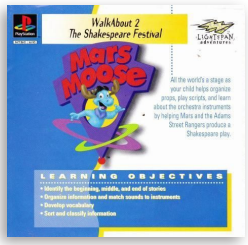
Scientific concepts and vocabulary development are the focus in the first Stay and Play with Mars Moose and the Adams Street Rangers. Upon completion of all eight activities, children becomes an official Ranger.

The second game feature an exciting universe of reading and language arts where children is invited to explore and experiment.



A Mars Moose Adventure - Walkabout





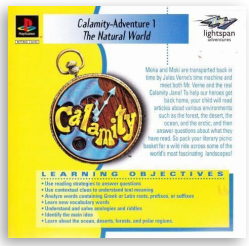
Number of CDs 3
Release date 1998

In WalkAbout 1, children practices understanding text and develops animal vocabulary while helping Lonnie find the missing Tyrannosaurus rex bones.

In the second game, children helps organize props and play scripts and learn about orchestra instruments by helping Mars and the Adams Street Rangers produce a Shakespeare play.

1 Rarity: 3
2 Rarity: 3
3 Rarity: 3

Calamity



Number of CDs 3
Release date 1997

Mona and Moki are transported back in time by Jules Verne`s time machine, and meet both Mr. Verne and the real Calamity Jane. To help the heroes get back home, children will read articles about various enviroments, such as the forest, the desert, the ocean, and the Artic, and then answer questions about what they have read.

Learning objectives include: use reading strategies to answer questions. Use context clues to understand text meaning. Analyze words containing Greek or Latin roots, prefixes, or suffixes. And learn new vocabulary words.

.

1 Rarity: 3
2 Rarity: 3
3 Rarity: 3

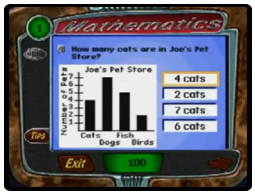
Cali's Geo Tools

Number of CDs 1
Release date 1997

In Cali`s Geo Tools, children explore concepts of symmertry. Develop spatial sense. Identify and continue patterns of geometric figures. Compate shapes. Explore concepts of congruence. And use problem-solving skills and strategies.

1 Rarity: 8

Cosmic Cookoff



1 Rarity: 3
2 Rarity: 3

Number of CDs 2
Release date 1998

In Cosmic Cookoff, children will practice their mathematics test-taking skills as Mars and Cali navigate through the solar system, racing against Flinch and Wigsley in search of the perfect recipe.

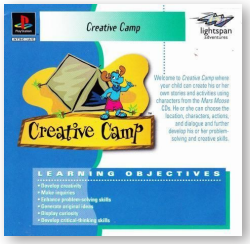
Learning objectives include: Understand and identify places values. Create the greatest sum and difference. Compare and order whole numbers. And compare and order fractions and decimals.

Creative Camp

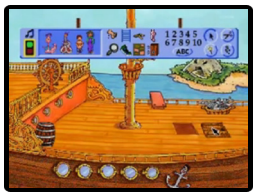
1 Rarity: 3

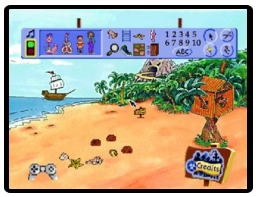
Number of CDs 1
Release date 1998

In Creative Camp, childrens can create their own stories and activities by using characters from the Mars Moose games. They can choose the location, characters, actions, and dialogue and further develop their problem-solving and creative skills.



Creative Isle

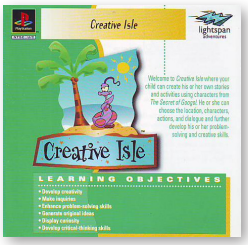




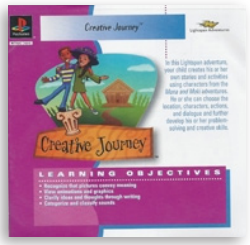
1 Rarity: 3

Number of CDs 1
Release date 1998

In Creative Isle, children can create their own stories and activities using chatacters from “The Secret of Googol”. They can choose the location, characters, actions, and dialogue and further develop their problem-solving and creative skills.

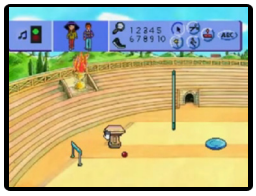


Creative Journey



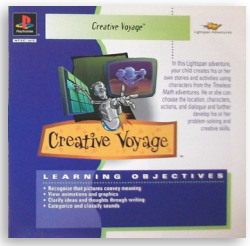
Number of CDs 1
Release date 1998

In this Lightspan adventure, children creates their own stories and activities using characterr from the Mona and Moki adventures. They can choose the location, characters, actions, and dialogue and further develop their problem-solving skills.



1 Rarity: 3

Creative Voyage



Number of CDs 1
Release date 1998

In this Lightspan adventure, children creates their own stories and activities using characters from the Timeless Math adventures. Children can choose the location, characters, actions, and dialogue and further develop their problem-solving and creative skills.

Learning objectives include: Recognize that pictures convey meaning. View animation and graphics. Clarify ideas an thoughts through writing. And categorize and classify sounds.

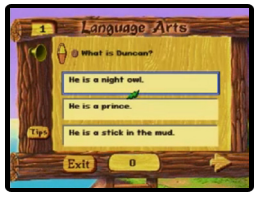
1 Rarity: 3

Faire Games

Number of CDs 2
Release date 1998

In Faire Games, the fanfare and spirit of medieval festival is brought to life as children practices their mathematics test-taking skills.

Learning objectives include: Estimate money amounts and count change. Use customary units of capacity. Estimate and compute length, perimeter and area. Determine beginning, ending and elapsed time. And use distance-rate-time concepts.



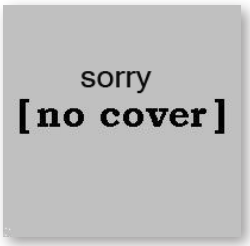
1 Rarity: 3
2 Rarity: 3

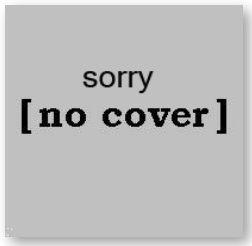
Every Child Can Succeed

Number of CDs 7

I am sick of looking for these damn Lightspan games. It is impossible. Found nothing. Not even a stinkin` screen-shot.

1 Rarity: 7
2 Rarity: 7
3 Rarity: 7
4 Rarity: 7
5 Rarity: 7
6 Rarity: 7
7 Rarity: 7



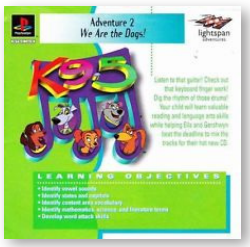


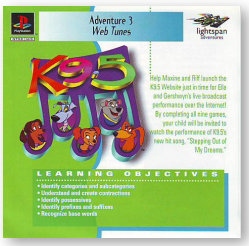
K9.5

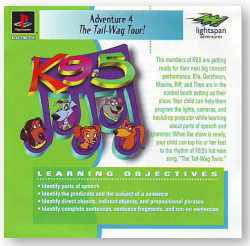
Number of CDs 5
Release date 1997

This game is designed to improve reading/language arts skill. The player has four learning objectives: Identify parts of speech. Identify the predicate and the subject of a sentence. Identify direct objects, indirect objects, and prepositional phrases. And identify complete sentences, sentence fragments, and run-on sentences.

In the fourth K9.5 game, the player can help Riff, and Theo get ready for a concert by programming lights, cameras, and the backdrop projector while learning about parts of speech and grammar.







1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3
5 Rarity: 3

Family Connection - A Guide to Lightspan

Number of CDs 1

This CD was probably a promo CD in which users could see both the favorable reviews of teachers, as well as examples of games.

1 Rarity: 9

Head to Toe

Number of CDs 4

I give up. I don`t know who is holding these games so close to their chest, but i can`t find squat.

1 Rarity: 8
2 Rarity: 8
3 Rarity: 8
4 Rarity: 8

KazMania

Number of CDs 2
Release date 1997

Dr. DaBadda and his Inkerators are stealing the print from all the books in the land of KazMania and must be stopped before there is nothing left to read. Children will read and understand literature at a higher level, as they travels through KazMania with the eccentric sleuth, Mem, to help put an end to DaBadda`s plot.

1 Rarity: 3
2 Rarity: 3

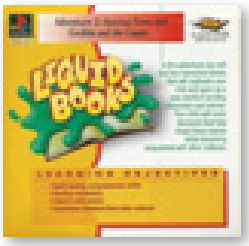
Liquid Books

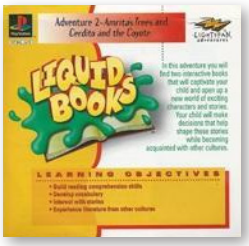
1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3
5 Rarity: 3
6 Rarity: 3

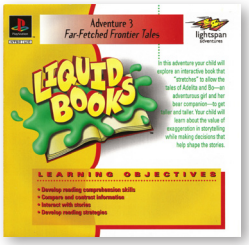
Number of CDs 6

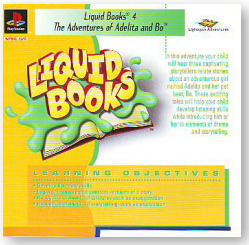
The Liquid Books seies include interactive books that will spark childrens imagination and draw them into the wonderful world of reading. Children will solve problems; gain experience with various literary forms, such as poems and riddles; and appreciate rich art-work.

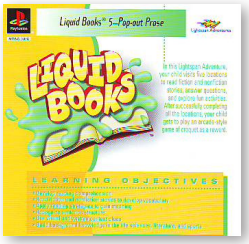
Learning objectives include: Build reading comprehensions skills. Develop vocabulary. Interact with stories. And experience literature from other cultures.

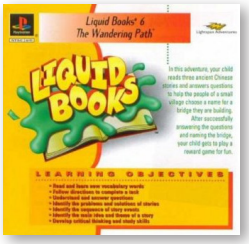












Str.at.ə.s.

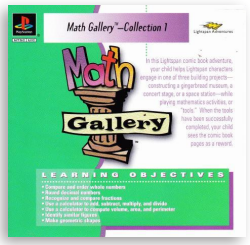
1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3
5 Rarity: 3
6 Rarity: 3
7 Rarity: 3
8 Rarity: 3

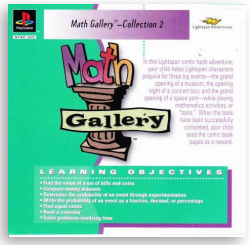
Number of CDs 8
Release date 1998

Four sudents - Max, Sara, Jessica, and Tony- are working on a special communication project involving str.at.ə.s., a futuristic application that can access any time or place in the past, present, or future. One afternoon, str.at.ə.s. malfunctions, and each character is transported back in time. Children helps the characters return to the present as they develops reading comprehension and vocabulary skills and find out about interesting people and events in history.

Learning objectives include: Develop reading comprehension skills. Build vocabulary skills. Learn about nineteenth- and early twentieth-century people and events. Learn and use reading strategies to answer questions. And match words to pictures.

Math Gallery



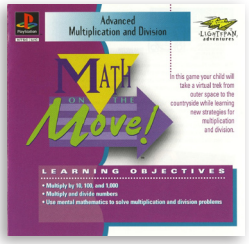


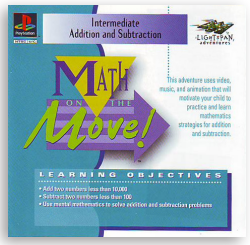
Number of CDs 2

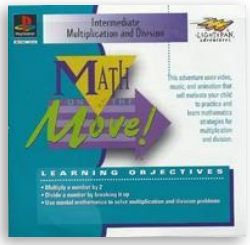
In this Lightspan comic book adventure, children helps Lightspan characters engage in one of three building projects- constructing a gingerbread museum, a concert stage, or a space station- while playing mathematics activities, or “tools.” When the tools have been successfully completed, children sees the comic book pages as a reward.

1 Rarity: 3
2 Rarity: 3

Math on the Move!







Number of CDs 4

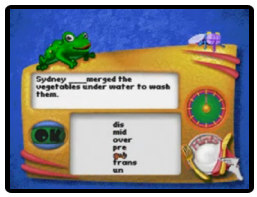
These adventures uses video, music, and animation that will motivate children to practice and learn mathematics strategies for addition, subtraction, multiplication and division.

1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3

Mona & Moki

Number of CDs 2
Release date 1997

In these adventures, children will travel with Monak and Moki to Snetha, a fantastical town full of interesting characters in unusual situations. Children will help Mona and Moki get back to school by playing word games and earning keys. These games help children develop vocabulary and problem-solving skills.



1 Rarity: 3
2 Rarity: 3

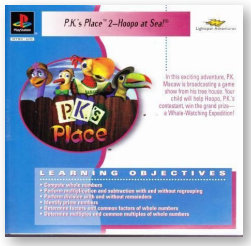
P.K.'s Place

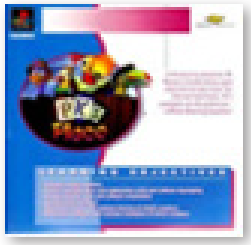
1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3

Number of CDs 4

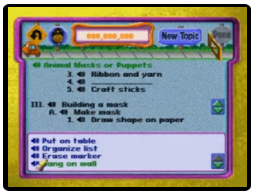
In P.K.`s Place, children will solvee mathematics problems that sharpen their mathematics skills.

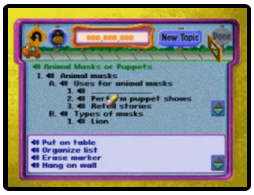
In Party on the Patio, P.K., Hoopo, and Daphne are having a party when they get a mysterious gift from Carlos. To open the package, they have to find clues that Carlos has left in their rooms.





Road Writer



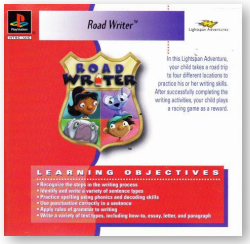


1 Rarity: 5

Number of CDs 1

In Road Writer, children takes a road trip to four different locations to practice their writing skills. After successfully completing the writing activities, children plays a racing game as a reward.

Learning objectives include: Recongnize the steps in the writing process. Identify and write a variety of sentence types. Practice spelling using phonics and decoding skills. Use punctuation correctly in a sentence. Apply rules of grammar to writing. And write a variety of text types, including how-to, essay, letter, and story.



Science is Elementary

Number of CDs 3

Nothin`. Not a single scent on the net.

1 Rarity: 8
2 Rarity: 8
3 Rarity: 8

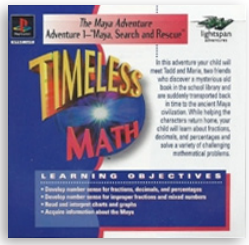
Story Lane Theater

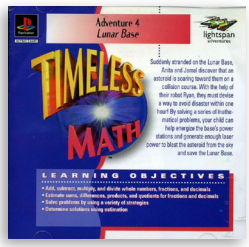
Number of CDs 5

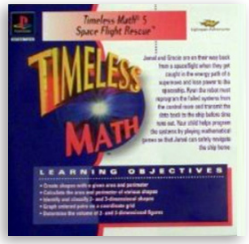
Another elusive educational game.

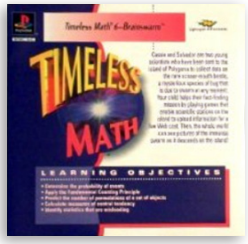
1 Rarity: 8
2 Rarity: 8
3 Rarity: 8
4 Rarity: 8
5 Rarity: 8

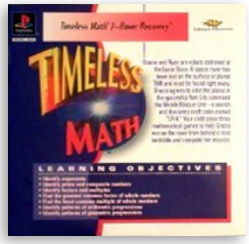
Timeless Math







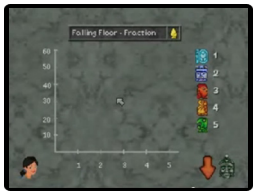




Number of CDs 7

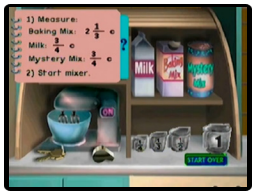
Suddenly stranded on the Lunar Base, Anita and Jamal discover that an asteroid is soaring toward them on a collision course. With the help of their robot Ryan, they must devise a way to avoid disaster within one hour. By solving a series of mathematical problems, children can help energize the base`s power stations and generate enough laser power to blast the asteroid from the sky and save the Lunar Base.

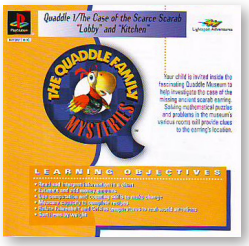
Learning objectives include: Add, subtract, and divide whole numbers, fractions, and decimals. Estimate sums, differences, products, and quotients for fractions and decimals. Solve problems by using a variety of strategies. And determine solutions using estimation.

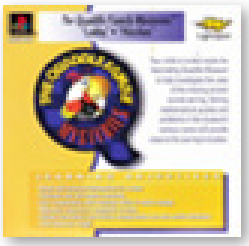


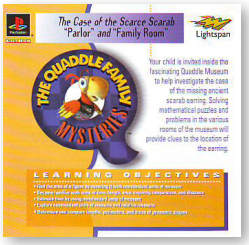
1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3
5 Rarity: 3
6 Rarity: 3
7 Rarity: 3

The Quaddle Family Mysteries







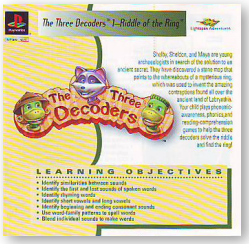


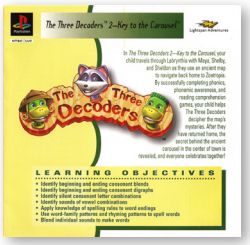
Number of CDs 3

Children is invited inside the fascinating Quaddle Museum to help investigate the case of the missing ancient scarab earring. Solving mathematical puzzles and problems in the museum`s various rooms will provide clues to the earring`s location.

1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3

The Three Decoders





Number of CDs 2

Shelby, Sheldon, and Maya are young archaeologists in search of the solution to an ancient secret. They have discovered a stone map that points to the whereabouts of a mysterious ring, which was used to invent the amazing contraptions found all over the ancient land of Labrynthia. Children plays phonemic-awareness, phonics, and reading-comprehension games to help the three decoders solve the riddle and find the ring.

1 Rarity: 3
2 Rarity: 3

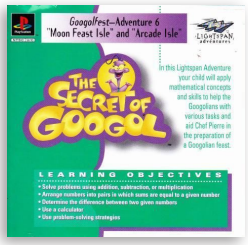
Unknown Variable

Number of CDs 2

Unknown Variable are unknown games...

1 Rarity: 8
2 Rarity: 8

The Secret of Googol



Number of CDs 10
Release date 1997

The secret of Googol is a large series in the Lightspan Adventures series of game, consisting of several different themes.

In Reshaping Googol “The Submarine”, children will explore geometry, while helping Cali, Ben, and Alana save Googol from Wigsley`s Shape Scrambler.

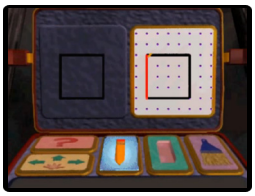
In Reshaping Googol “The Tower”, children will explore geometry while finding three hidden keys to escape from Wigsley`s Shape scrambler and save Googol.

In Reshaping Googol “The Castle”, children will explore the attributes of geometric shapes, while helping Cali, Ben, and Alana save Googol.

In Reshaping Googol “The Ocean”, children will explore geometry by refueling a submarine to help Cali, Ben, and Alana save Googol.

In The Googol Counting Fair “Midways”, children will learn and practice counting skills while playing games to win tokens at The Googol Counting Fair.

In The Googol Counting Fair “Corral” and “Fun House”, children will explore the Corral and Fun House to get ready for a parade. Throughout The Googol Counting Fair, children will practice several useful counting and number skills.



1 Rarity: 3
2 Rarity: 3
3 Rarity: 3
4 Rarity: 3
5 Rarity: 3
6 Rarity: 3
7 Rarity: 3
8 Rarity: 3
9 Rarity: 3
10 Rarity: 3

In Googolfest “Party Isle” and “Toy Isle”, children will build a better understanding of basic mathematical concepts while helping Alana, Ben, and Cali prepare for Wigsley`s birthday party and a big toy parade.

In Googolfest “Moon Feast Isle” and “Arcade Isle”, children will apply mathematical concepts and skills to help the Googolians with various tasks and aid Chief Pierre in the preparation of a Googolian feast.

In Eggs All Around “Egg Trek” and “Balloon Picnic”, children will use mathematics skills to help Cali and Wigsley run an egg factory and plan a company picnic.

In the last game in the series, Googol Gulch “General Store” and “Math Arcade”, children will use mathematics skills to buy and sell items in the General Store and to play games in the Math Arcade. Afterward, they bid on items at an auction and exchanges tokens earned at the arcade to see a show.

Write Away

Number of CDs 10

Found nothing more than a little you tube video. Looks like a rather weird series from the minute I saw of the video.

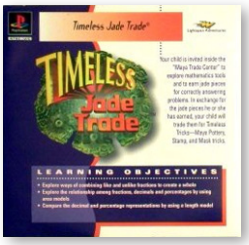
1 Rarity: 7
2 Rarity: 7
3 Rarity: 7
4 Rarity: 7
5 Rarity: 7
6 Rarity: 7
7 Rarity: 7
8 Rarity: 7
9 Rarity: 7
10 Rarity: 7

Timeless Jade Trade

Number of CDs 1

Children is invited inside the “Maja Trade Center” to engange in jade trading and perform different mini games.

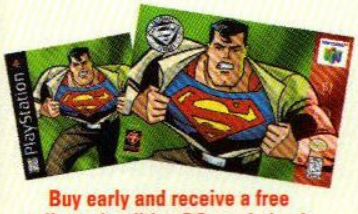
1 Rarity: 3



SUPERMAN

THE NEW SUPERMAN ADVENTURES™

- You have the power– super strength, x-ray, heat vision, flight and more.
- 16 mission-based levels.
- Battle enemies from the series, "The New Superman Adventures," as seen on Kids' WB!
- Up to 4 players simultaneously.



Buy early and receive a free collector's edition DC comic book.

YOU ARE SUPERMAN

NINTENDO 64

PlayStation

GAME BOY

TITUS

EVERYONE E

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Cancelled/Unreleased

As any console, PlayStation also had several cancelled games. The following pages concist of games that was cancelled for the system. Some of the games were cancelled in various degree of completion, and some was more or less playable when cancelled. Many of the games was also released to the public online and can be played with the help of an emulator or a chipped PlayStation.

As said later on these pages, i used playstationmuseum.com alot for information on these games. For more indept information on these games or other, please visit "Video Game Graveyard" on playstationmuseum.com.

Aaron Vs. Ruth: Battle of the Big Bats

Publisher Mindscape
Genre Sports

Aaron Vs. Ruth: Battle of the Big Bats is a baseball game released on the PC in mid-1997. A PlayStation game was planned, but never released. The game features eight "teams" of 36 current and all-time All-Stars, with their real-life appearances meticulously recreated. The reviews on the PC game were mostly thumbs-down, and Mindscape eventually exited the PlayStation market after shipping an unbroken series of mediocre or bad games.

Aeon Flux

Publisher Viacom New Media
Genre Action

Aen Flux is a hyper-surreal-ultra-violent animated feature that debuted in '91 as a series of shorts in MTV's Liquid Television, before landing its own show in '95, then a feature film in 2005.

A loose adaptation of the TV episode, "The Demiurge," the video game would have pit the character against her sometimes lover/sometimes enemy, Trevor Goodchild.

Viacom was dissolved when Spelling Entertainment realized it had two video game divisions. Spelling folded Viacom into Virgin, which then canceled all working and planned Viacom titles – Aeon Flux being one of them. Meanwhile, Cryo reworked the game into a title called PAX Corps, which was released in Europe to poor reviews. No US publisher has signed on to bring the game there.

Also worth mentioning is the fact the GT Interactive has acquired the rights to the Aeon Flux license, though no game has been announced to date.

"playstationmuseum.com"

Ainori

Developer Tecmo
Publisher Tecmo
Genre Action

Ainori was an Action game, published by Tecmo, which was cancelled before it was released.

American Deer Hunter

Developer Interplay
Publisher Interplay
Genre Sports

American Deer Hunter is a Sports game, developed and published by Interplay, which was cancelled before it was released.

Alien Virus

Publisher Vic Tokai
Genre Adventure

This point-and-click outer-space adventure was reviewed in the April '96 issue of PSExtreme and slammed to the turf, but the product never shipped for the PlayStation, though a PC version made it to market.

Armed

Publisher Interplay
Genre Platformer

The plot for this 2D side-scrolling action/platformer: "In the future, the Earth has been ravaged by global warfare. The few survivors left are constantly at war to gain control of what is left of the once-bountiful planet. You are a lone cyber-agent, hired out by the governing body of your city-state to infiltrate the enemy's area and take out a rumored weapon of mass destruction." As for features: "3D-rendered texture-mapped backgrounds, more than seven minutes of cinematic cut-scenes, over 4,000 frames of animation, and each level will be comprised of thousands of tiles, compared to the usual hundreds found in cartridge games."

Athenor

Publisher Psygnosis
Genre Fighter

This Psygnosis title was planned as a Greek mythology-inspired battle arena in which players were to take on beasts such as the Minotaur, Gorgon Medusa, and the Hydra in order to become a hero.

Barb Wire

Publisher GT Interactive
Genre Action

European developer Cryo Interactive's Barb Wire might have been a 32-bit title for the PlayStation. Barb Wire herself was created with live action motion capture and blue-screen assistance, presumably testing the limits of 3D modeling.

The game action was to begin with players assuming the identity of the tightly corseted Barb Wire. As the proprietor of The Hammerhead Bar and Grille of Steel Harbor, Barb's job was to use her bounty-hunting and freedom-fighting skills to preserve the town's status as the last neutral territory in the second American civil war.

The aerial perspective of this single-player game would have resembled that of Alone in the Dark, offering a gratuitous banquet of motion-captured, pixelated butt-shots to shepherd you through the action. Then, once players tire of Ms. Wire's posterior, they could have assumed the role of one of the crime lords and embark on a mission to hunt Barb down and kill her.

GT Interactive quietly canceled this title.

Baldur's Gate

Developer	Runecraft
Publisher	Interplay
Scheduled Rel:	March 1997
Genre	Role-playing game
Players	1 Player
Product Code	SLUS-01037

Baldur's Gate is a fantasy role-playing video game originally developed by BioWare and published in 1998 for the PC.

Baldur's Gate is the first game in the Baldur's Gate series, and takes place in the Forgotten Realms, a high fantasy campaign setting, using a modified version of the Advanced Dungeons & Dragons 2nd edition rules. Receiving critical acclaim, the game was credited for revitalizing the computer role-playing game genre. The game allows development of the player character through choice of companions, dialogue choice, exploration, and battle. Featuring a reputation system, Baldur's Gate rewards the player depending on the choices made in the game.

The PlayStation version was mostly complete when cancelled and would feature a huge game world on 3 CD's filled with nearly 10,000 scrolling game screens. The player could guide a party of up to five other characters, each with their own personalities and dispositions. Control party characters one at a time or as a group. Players could also create their own character from a combination of six authentic AD&D races – human, elf, half-elf, dwarf, gnome, halfling and 26 different classes – fighter, thief, cleric, mage and subclasses such as druid and specialist mage.

A developer of Runecraft said that one of the reason it was cancelled was because the team weren't going to get it ready in time for what was thought to be the PS1′s last big X-Mas. The game was playable but there were a lot of outstanding issues and loading times that weren't optimized. RuneCraft & Interplay were also said to be having issues with the project and this may have led to the decision to pull the plug. To get the game from five CDs down to three, the development team had stripped down the PlayStation version as much as they could and had managed to get the save game to fit on a PlayStation memory card.

Martin Hooley, the President of Runecraft said "Baldur's Gate was cancelled due to the meltdown of Interplay when they were bought by Titus. It was a real pity, Baldur's Gate was a real achievement. If you recall the PC version had no scrolling, simply page flip as you reached the page borders. We achieved a smooth pixel scroll on the PlayStation – despite incredible hardware constraints."

The unreleased Beta has been released on the net and can be easily found by those interested. The game is made fully playable, from start to end.

"playstationmuseum.com"

BioSwarm

Publisher	3DO
Genre	Action

The basis for BioSwarm, also known at one time as NRG and Groundwave, was Nasty Radioactive Garbage, or more affectionately, NRG, a PlayStation action title that never came out.

The game story began with living, toxic space waste that found its way to earth, animating or, perhaps reanimating, animate and inanimate objects, turning the lot of them into predators.

Through a first- or third-person perspective, players would have selected one of three mech-style ships or one of three more organic, crab-like vessels in which to battle the predators. The mission was to capture the opposing force's energy by stunning them three times before they had time to rejuvenate themselves. Once players stunned them the third and final time, they had to gather their ejected energy and so on, until the last predator was defeated.

Beavis and Butt-Head Do Hollywood

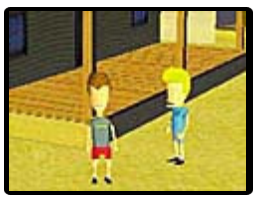
Publisher GT Interactive
Genre Adventure

Mike Judge's Beavis and Butt-Head, the two slacker teenagers from the early 90`s already had several games under their name when this was under development.

The game was set in Hollywood. The plot went something like this: After the guys had finished work on their latest movie, they found they didn't have any money with which to get home, so they took odd jobs on film sets in order to make cash. Conveniently, there were all sorts of movies being made, so B&B could have traveled through some varied environments with vaguely "filmy" themes.

At its heart the game was a simple 3D graphic adventure with smallish locations that contained tasks that melded platform elements with puzzles and stupid jokes. The gameplay itself wasn't particularly hilarious (although some of the puzzles were reasonably chuckle-worthy), but what really stood out was the interaction between Beavis and Butt-Head. Players didn't just control one character or the other; they actually controlled both. By switching between the two, players could manipulate objects, lure things, push things around, and distract people. It wasn't spectacularly original in concept, but it was refreshing to see the idea used in this context.

GT Interactive decided to clean house and save some money. Beavis and Butt-Head didn't do Hollywood, or the PlayStation, for that matter, and were kicked to the curb with other GT console titles.



Bloodshot

Publisher Acclaim
Genre Shooter

Bloodshot, an arcade-style 3D shooter, would have placed players, as the title character, into a futuristic environment called the City, where they would encounter familiar faces from the comic book, such as Simon Oreck and Stroheim. Throughout the 20-plus expected levels would be varying types of vehicles (like cars, jeeps, motorbikes, tanks, and trucks) for players to mobilize against the enemy – the organization that made them. Certain areas of the game were only going to be open to players if they had the right vehicle. Their weapons stash included about 22 various arms, such as the screamer, a nasty sonic toy; the microwave projector, which would have melted all kinds of metal and body parts; and the flechette, with hundreds of small C4 darts. Players would have been able to run in one direction and shoot in another because Iguana had installed a multidimensional firing system.

Hard Nanite power-ups would have enhanced players chances against the enemy. Hard Nanite was a completely moldable substance; when Bloodshot encountered any Hard Nanite object, he would have absorbed those Nanites into his own and could have later reproduced the object. So any weapons, information, vehicles, or technology that he came into contact with, would be absorbed and then reproduced – enemy toys included.

In January of 1999, Acclaim had officially ceased development of Bloodshot. An Acclaim spokesman said that the game didn't pass a "green light evaluation," and the game's future was in fact uncertain. The evaluation was to determine the game's viability in the market. In the form it was in, Bloodshot did not pass.

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Burning Ace

Publisher Midas Interactive
Genre Adventure

Burning Ace is an Adventure game, published by Midas Interactive Entertainment, which was cancelled before it was released.

Cargo!

Publisher Infogrames
Genre Racing

Cargo! is a Driving game, published by Infogrames, which was cancelled before it was released.

Clay Fighter X-Treme

Publisher Interplay
Genre Fighter

Originally planned for Matsushita's vaporware 64-bit gaming system, Interplay's onetime "Clay Fighter 3″ was transformed into two virtually identical games on two quite disparate systems: Clay Fighter 63 1/3 for the Nintendo 64 and Clay Fighter X-Treme for the Sony PlayStation. Silly as the concept seemed, Clay Fighter was popular with parents who found malleable, bloodless clay far less offensive than the familiar "spine ripping" sights seen in some fighting games.

The reason that Interplay decided not to develop Clay Fighter X-Treme was because it was not on schedule for release simultaneously with the N64 version. Rather than have it be perceived by PlayStation consumers as a late port, they decided to stop the project and focus on ensuring simultaneous releases for our other cross-platform titles.

Colliderz

Publisher ASC
Genre Sports

Colliderz was planned as a futuristic hockey type game, not much is know about it.

ASC killed the title in 1997 because it had witnessed the failure of BallBlazer and a similar title and worried for the livelihood of Colliderz. But the company also said the real reason it killed that game was because it just wasn't fun (and that it looked pretty crappy too).

Cyber Gladiators

Publisher Sierra
Genre Fighting

Cyber Gladiators came out on the PC, but the PlayStation version never arrived. The game would've been a one- or two-player fighting game with rendered graphics and detailed animations.

The game quietly disappeared from Sierra's lineup.

Dark Net

Publisher American Softworks
Genre Shooter

One of several games killed when American Softworks became ASC Games, Dark Net was an isometic 3D shooter where one played as one of four students who unexpectedly get sucked into cyberspace and battle it out with bizarre Cyboid creatures.

Deadly Skies

Publisher JVC
Genre Shooter

Deadly Skies would pit players in deadly one-on-one aerial combat with their choice of eight of the world's finest jet fighters as their weapon.

Deadline

Publisher Psygnosis
Genre Action

Deadline was to be a single-player action game in the form of a mystery game. It looked like a cross between Steel Harbringer and Project Overkill.

The game quietly disappeared from Psygnosis' lineup.

Deadly Honor

Publisher TekMagik
Genre Action

Deadly Honor went through an SNES incarnation before it wandered into PlayStation and N64 development, and then it never came out for any of the systems. Deadly Honor was TekMagik's upgrade from the SNES game, Steven Seagal: The Final Option, the company was working on. If Deadly Honor was to be somewhat along the lines of The Final Option, it would have placed players as Steven Seagal in a game loosely based on the star's action films, such as Under Siege, Hard to Kill, Marked for Death, and so on. The game was to be an action game where one ran around doing a lot of damage. What's notable about the game is that it was reportedly being created from digitized film footage and was to use AnimaTek's Caviar technology – a surface pixel real-time rendering engine, to create realistic figure and object animations.

When the game was in development for the SNES, it supposedly had a couple of complete levels.

Down in the Dumps

Publisher Philips
Genre Adventure

Down in the Dumps was to be a single-player adult cartoon adventure set on a stinking rubbish dump. The title would've featured a near-seamless transfer from cinematic sequences to interactive sessions.

Death Drone

Publisher Viacom
Genre Platformer

The Death Drone story was originally something like this: In the over-populated, crime-ridden future, convicted criminals are given their choice: death or possible fame by playing a death-game. Death Drone would have featured two perspectives as players piloted their vehicles through the open 3D environment that would have allowed them to roam freely instead of sticking to pre-designated tracks. Taking all this and mixing in a variety of realistic physics to base the combat on might have produced a well thought-out title. Or another Twisted Metal clone.

Viacom was dissolved when Spelling Entertainment realized it had two video game divisions. Spelling folded Viacom into Virgin, which then canceled all working and planned Viacom titles – Death Drone being one of them.

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Duckman

Publisher Playmates
Genre Adventure

Duckman, the hero, of sorts, of the USA Network animated series would have starred in this single-player graphical adventure called Duckman: The Legend of the Fall. Players would have controlled Duckman and guided him through puzzles and away from traps, all the while attempting to outwit King Chicken – Duckman's arch nemesis. The game would have offered more than 40 locations and 80 different scenes to explore, all of which took 10,000 frames of hand-drawn animation to create. About 35 characters from the show, including Bernice, Ajax, Charles, Cornfed, and Mambo would've populated these locations. The character's voices would've been provided by the show's original actors, as well.

Playmates canceled the title for unknown reasons. As for a sidenote. Duckman did have his own adventure game on PC. Though, it is concidered as one of the more rare CD-Rom games for the platform.

Elric

Publisher Psygnosis
Genre Adventure, Role-playing game

Based on the popular book series by Michael Moorcock, Elric, which was being developed by Haiku Studios, was to be an overhead adventure/RPG game. Similar to Blood Omen: Legacy of Kain and the popular PC game Diablo, the game hoped to immerse players in a 3D fantasy/role-playing world on a mystical quest to bring down evil forces.

Rather than creating a new property, Psygnosis was bringing Michael Moorcock's Elric character to video-game consoles for the first time. The science fantasy book series has many installments, and the character of Elric has quite a history. Elric, an albino warrior and the last of the Menilbonean emperors, kills his opponents with the soul-stealing rune sword Stormbringer.

The game contained nine levels for players to explore on their quest to bring Elric's beloved Cymoril out of her eternal sleep. Battling through a variety of dungeons and villages, players had to defeat the dark wizard Almon and complete the Cross of Chaos, which had to be set on Cymoril's coffin to wake her. Using an array of weapons and spells, the game played like an adventure game with added RPG elements. Additionally, a variety of monsters and enemies provided plenty of things to hack and slash while players learned new spells and picked up a variety of helpful objects.

ESPN Great Outdoor Games: Bass Fishing

Developed Konami
Publisher Konami
Genre Sports

ESPN Great Outdoor Games: Bass Fishing is a Sports game, developed and published by Konami, which was cancelled before it was released.

Extreme Dreams

Publisher CAPS
Genre Racing

It's another failed product with the term "Extreme" in the title. Players would've played as Dim in this single-player action-racing game.

Dim was designed to be just as his name implied: a muscled-up guy on a rocket board with all of the advertising-worthy buzz-lingo attitude a polygonal character can pack. Players would've cruised around on the board, avoiding obstacles and such. The game would've been filled with cartoon-like art and comedy-bound commentary. With all of the landscapes potentially rendered in real time, they would have been created to add to the depth of the game. Apparently, some of the backgrounds were going to morph into other graphic displays, as well.

Future Strike

Publisher Electronic Arts
Genre Shooter

This PlayStation version of EA's Nuclear Strike came out in 1997, and THQ's N64 version came out in 1999. Somewhere in between, a sequel, Future Strike, was in development by EA for the PlayStation. The game would have continued the long-running Strike action game series, only it was canceled before the N64 version game even shipped.

Electronic Arts stated back in January of 1998 that the game formerly known as Future Strike (mentioned at the end of the last Strike title, Nuclear Strike) would no longer be part of the company's Strike line.

EA decided that it should not be constrained by the theme of the series. "Now, there's no ceiling to what they can do," a representative commented at that time. And what the company did was develop a game called LAPD 2100, which then became Future Cop: LAPD, also for the PlayStation. The action game shipped in August of 1998 and turned out fairly well.

Gen13

Developer	Gray Matter
Publisher	Electronic Arts
Genre	Action
Players	1-2 Players

Gen13, based on the comic, would be a action game for the PlayStation.

The normal gameplay engine would be similar to that of Earthworm Jim where the player controls at least one of the five different Gen13 characters. There are also "team-up" levels where the AI controls additional players on the screen. In the case of a two-player game, both characters will be actively controlled. In addition to side scrolling fighting/shooting, the engine would be designed to be flexible, allowing for a variety of scenarios such as: vertical shooter, static screen action, zoomed in cinematic sequences, zoomed out view of gameplay, and forced scrolling action.

The boss combat engine would be a dynamic 3-D environment where the characters can cruise around in an arena. The closer the character is to the "boss," the closer the camera will be. The camera will zoom out respectively when the characters are apart.

With the design documents completed, EA proceeded to entertain bids from possible developers. Potential developers included Evolutionary Publishing (Fox Hunt), Realtime Associates (Crusader: No Remorse, Iron Man & XO in Heavy Metal), and Gray Matter Inc. (Perfect Weapon). Each developer submitted technical demos for review. It is important to understand that developers have concurrent projects in progress while technical demos are being created and some have more time and resources to dedicate on this than others. The technical demos are not to be taken as indication of how the resulting gameplay would be.

Evolutionary Publishing submitted two progressive interactive technical demos of Rainmaker and Qeelocke. Both demos allowed the user to move the character in a platform environment. The backdrop was from the "Viva Las Vegas" level. The more recent demo allowed Rainmaker to scale the wall of the pyramid in Las Vegas. Evolutionary Publishing decided to utilize 2D sprites for the characters whereas the following two competing developers used 3D models.

Realtime Associates submitted a playable demonstration of their progress in representing Freefall as a real-time rendered 3D model. This demo was put together in less than a week and if given a few more days, the developer could make substantial improvements in the following areas:
Implement Gouraud shading on the model.
More work on the walk animation.-
This demo was to give the publisher a sense as to the high level of quality they expect from Realtime and the team, as well as a feel for the kind of personal passion they have for this project. If this is a representative of what they can do in a week, just imagine what they could deliver as a final product!

After just a few months of programming, Gray Matter developed two polished interactive levels, an arena mode, and FMV for both the PlayStation and PC. Three different characters were created for the two side-scrolling levels as well as enemies. Four characters and an enemy Boss were programmed for the Arena mode. The screenshots are from the interactive PlayStation beta versions.

Unfortunately the agreement between Gray Matter and Electronic Arts reached an impasse due to business politics. As a result Gray Matter closed down therefore ceasing all projects and all employees losing their jobs. Due to the amount of money spent and the popularity of Gen13 wavering, EA decided it was not financially feasible to engage another developer and instead decided to cut their losses. Fortunately many of the former Gray Matter employees who lost their jobs were hired by EA Canada and went on to develop Knockout Kings.

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Hellraiser

Publisher Konami
Genre Action

According to EGM's West Coast editor, Wataru Maruyama (who participated in the project as an artist), the Hellraiser game was loosely based on the movie by the same name, and would have revolved around the goal of the character collecting "charms." Although the license would suggest fairly gory creatures with chains and piercings, the development teams were told to let their imaginations run amok and create whatever they thought the creatures should look like. The only prerequisite was that the characters needed to resemble whatever their assigned names were. The only character that had to be drawn exactly was Pin Head.

Maruyama explained why the game apparently wasn't picked up: "According to the developer, Konami pitched the game and the Hellraiser people didn't bite or wanted too much money. [The developer's] not entirely sure. A small attempt was made to change the game enough to avoid lawsuits, but the whole project was scrapped. [The developer] didn't know why Konami looked for artists here [US] since development would have taken place in Japan. As legend goes, it was slated for Japanese PC (probably 9801 series) and as a Super Famicom title."

HyperBlade

Publisher Activision
Genre Sports

This future-sport game was released on the PC, but did so poorly that Activision canned its conversion plans. The game was billed as a mix of Jai Alai and Lacrosse, although it also shared similarities with the PlayStation future-sport titles League of Pain and Pitball.

Jimmy White's Cueball

Genre Sports
Product Code SLUS-01118

A unreleased pool game for PlayStation. The sequel was released for PlayStation though.

Incredible Idiots in Space

Publisher ASC
Genre Adventure

Incredible Idiots in Space was to be a comedy adventure complete with talking toilets and other such slapstick touches. Thirty-six different alien life forms would have participated in the game and you would have been able to select your own dialog when talking to them. IIIS would have supported two players.

Island of Dr. Moreau

Publisher Psygnosis
Genre Action-adventure

Psygnosis never said much about the movie-to-home-game, other than offering enthusiasm-building lines of description such as "Manbeasts yearn for the warmth of fresh blood. And it's yours they can smell. Feel the fear as it grows inside." But we do know that it was to be a 3D action-adventure game with real-time rendered characters and hi-res FMV backgrounds. The FMV would've included real actors in motion-captured sequences.

It's said that the French developers made the game look gorgeous, but the playability wasn't there, so Psygnosis scrapped the project.

Jewels of the Oracle

Publisher SunSoft
Genre Action-adventure

Jewel of the Oracle did arrive on the PC, but never found its way to the PlayStation. Contributor Eric San Juan wrote of the PC version, "Jewel of the Oracle was a Myst-inspired puzzle game that made it to the PC but didn't complete the leap to the PS1.

Like Myst, it boasted top notch graphics and great-looking (for it's time) stationary screens that players moved to and from via mouse clicks. Unlike Myst, it featured smooth scrolling animation – which actually looked quite nice – when journeying from screen to screen rather than the slide show of the former game. Also like it's better known predecessor, Jewel attempted to add a sense of ambiance through spooky and mysterious sound effects.

The Journeyman Project: Pegasus Prime

Publisher Acclaim
Genre Action-adventure

The Journeyman Project was originally released back in the early '90s, and was one of the very first CD-ROM games for the Apple Macintosh computer. The action/adventure was later converted to the PC, and has since spawned two sequels. As is the trend in this retro-update era, Presto Studios decided to heavily revamp the original game with new graphics and sound and touched-up gameplay. Tragically, the game never found a home, although Acclaim looked to be the publisher at one point.

Kill Wheel

Publisher Apt Productions
Genre Action

The game attempted to combine Monty Python-like humor with action-oriented destruction. The game took place in Old England, and in the role of the two-headed ogre, players had to destroy entire villages using nothing more than a couple of clubs and his trusty wooden kill wheel he rode inside. With several wheels and clubs to choose from, he'd roll down the hill, whacking everything in sight.

Players could also collect points for hitting taverns, shrines, bungalows, and hospitals. Offering fewer points but as much entertainment was hitting the townspeople, warriors, and even the cows. If players could complete each level in the allotted time with the point collections required to do so, they could move on to the boss scenarios.

Killing Time

Publisher Acclaim
Genre Action-adventure

The 3DO version was one of the system's best games, with great level design, an outstanding soundtrack by Bob Vieira, and an excellent storyline backed up with excellent full-motion video, which appeared within the game as ghostly projections. There's also a PC version available, but it plays worse.

Kumite: The Fighter's Edge

Publisher Konami
Genre Fighting

Kumite: The Fighter's Edge was to be a 360 degree fighting game with realistic characters, fluid motion during combat, and fighters who reflected physical damage during battles. The game was touted as the next generation fighting game – something to move the genre along and break the mold.

Kumite was definitely not going to be your kick-punch-block type fighter. Instead it was to be based on various types of real martial arts fighting styles such as Tai Kwon Do. The game's graphics, even early on, were forming into what might have been considered a step forward at the time, with complete 360-degree character rendering for full character movements in 3D. This would have allowed you to sidestep your opponent's attacks and also cross into and around him to allow you to perform side and rear attacks.

The character design plans were also relatively innovative. The fighters were to be rendered with enough detail that you would be able to measure at what location on the fighter's body you landed your attack, and to what degree you injured him. This would have been done through animated texture mapping. Bruises would have actually appeared after three degrees of damage.

Konami never officially said why the game was canceled.

Kengo - Master of Bushido

Genre Fighting
Product Code SLUS-01205

Kengo, considered a spiritual successor to the Bushido Blade game series, was never released on the PlayStation. But it did get a PS2 release.

Legion

Genre Shooter

Very little is known about Legion, besides the fact that it would have been a 3D platform shooter that took place in the year 2028. The objective would have been to save any existing humans (or life in general) on post-apocalyptic Earth.

The apocalypse must have been postponed or canceled, as the game just quietly disappeared from the PlayStation's lineup.

Lego Stunt Rally

Genre Racing
Product Code SLUS-01390

LEGO Stunt Rally is a video game released in 2000. It was published by LEGO Media for the PC and GameBoy Color. A PlayStation version was planned but canceled before release. The game features a track builder which allows the player to create a track in Single Player or Multi Player mode.

Mix TV Presents: Eminem

Publisher Conspiracy Entertainment
Genre Puzzle

Mix TV Presents: Eminem is a Puzzle game, developed and published by Conspiracy Entertainment, which was cancelled before it was released.

Mace: the Dark Age

Publisher Midway
Genre Fighter

The arcade port of Mace: The Dark Age would have been to 3D fighting games what Doom was to first-person shooters: the darkest of a dark genre. It was originally set in the 14th century (though not based on actual events), where feudal princes and warlords ravaged the land at the bidding of rogue demon Asmodeus, who fed off the death, despair, and disease they caused (the wicked princes and evil warlords were known as "the Covenant of Seven"). In return, the demon granted them limited power beyond that of normal human beings – but that was just not enough for them. They all craved the source of Asmodeus' power, the ancient artifact known as the Mace of Tanis and schemed to wrest it from him. Meanwhile, a few warriors emerged from the oppressed masses, intent on either destroying the demon and the Seven to free their countries or using the Mace to rule themselves.

The basic characters which would have been available for play were: Lord Deimos, an armor-clad member of the Seven who planned to expand his kingdom; Al' Rashid, an assassin hired to bring back the Mace; Koyasha, a young female ninja sent to kill Asmodeus; the Executioner, a sadist with a megalomaniacal itch; Mordos Kull, a mercenary orphaned by the Seven who vowed revenge; Takeshi, a samurai entrusted with the twin tasks of keeping the evil from spreading to Japan and finding his lost brother Ichiro; Namira, the lost princess of Arabia who seeks vengeance against Al' Rashid and the Seven; Ragnar Bloodaxe, a huge Viking warrior with only Lord Deimos' blood on his mind; Taria, an evil sorceress and daughter of one of the Seven, who wanted to take her father's place; and Xiao Long, a blind monk who sought to destroy all evil, including the Mace. In the arcade title, four more characters were available through a Tekken-like time release process and two through codes. These characters included the undead paladin, Lord Dregan; the evil samurai Ichiro; the hulking winged demon Hell Knight; a medieval conception of Marvel Comics' Iron Man, War Mech; the stone gargoyle sub-boss, Grendal and Pojo, "the amazing fighting chicken."

Mace was canceled because it just wasn't capable of looking good enough on the PlayStation, and Midway wasn't happy with how it was turning out. It was released on the Nintendo 64 only.

Major Damage

Publisher Capcom
Genre Shooter

It may have been a comic game, but not a kiddie game. Major Damage would have taken the 2D shoot-em-up formula and added a sense of humor, supported mainly by the cartoony rendered characters, enemies, and city landscape. Major Damage would've placed a premium on one- or two-player simultaneous mass destruction, in which anything on the screen would have become a potential target: buildings, windows, garbage cans, etc. Also, items in the background were planned as destructibleoccasionally revealing power-ups if destroyed.

Major Damage was canceled once Capcom halted US development plans, shortly after the disappointing performance of its Fox Hunt title.

Marvel 2099: One Nation Under Doom

Publisher Mindscape
Genre Platformer

Based on Marvel Comics' 2099 line of comic books, this game would have taken place in a bleak, dystopian future where major corporations controlled a polluted, "used car" tech-intensive planet that was set roughly 100 years after the normal Marvel family of titles. As luck (and sales quotas) would have it, future counterparts to modern Marvel characters would have popped up, many intent on changing the world. In some cases, these heroes and villains were limited to parallels of same-named forebears (like Spider-Man 2099, Daredevil 2099, and Punisher 2099), while others (such as The Fantastic Four 2099 and Doom 2099) were being designed as time-travelers from the 20th century – or possible clones of the originals.

With the entire world as its stage, the game's plot would have loosely played out 1995's "One Nation Under Doom" comic storyline, told through impressively rendered cutscenes. In it, the decidedly Machiavellian Dr. Victor Von Doom has wrestled control of the United States from its corporate-controlled puppet government and declared himself president. Meanwhile, Anthony Herod – a villain of such epic proportions that even Doom is put to shame – has begun machinations to destroy not only this new head of state, but also dominate the entire world. Trapped in the middle of this conflagration, you would have controlled a group of superpowered beings using them to return some semblance of freedom to the planet.

Much along the lines of Playmates' Skeleton Warriors or Acclaim's Iron Man/XO Manowar, this would have been a 2D side-scrolling game with 3D rendered characters. But unlike the aforementioned others, it would have given you the choice of a whopping eight different heroes to play, including Spider-Man 2099, Hulk 2099, Thing 2099, Punisher 2099, Ghost Rider 2099, Daredevil 2099, and characters from the X-Men 2099 team. If nothing else, this title promised quite a bit of variety and replayability for those of us who never really got over our side-scrolling platform-game fixation.

Mindscape went through reorganization and trimmed back all console titles. Marvel 2099 was one of the games to go.

Megarace 2

Publisher Mindscape
Genre Racing

Megarace 2 would have been a racing game where players could play alone or against a friend on tracks that lifted them quite a ways into the skies. In Megarace 2, players would have raced on a track of eight opponents – each fully equipped to drop oil slicks and mines and destroy anyone in his or her path with a slew of missiles and other such projectiles.

The vehicles were to be 3D rendered, within six environments, from Tibet and outer space to a bayou and a futuristic foundry. TV guy Lance Boyle was written in for the voice work. Megarace 2 was canceled because it just wasn't capable of looking good enough on the PlayStation, and Midway wasn't happy with how it was turning out. It was released on the Nintendo 64 only.

Mindscape trimmed back console titles and Megarace 2 was one of the games to go. A PC version was also released.

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MELT

Publisher ASC
Genre Action

While searching to kill Eddie, the so-called "ultimate evil" and mascot of the band Iron Maiden, players would have traveled through 50 different worlds in an attempt to take his energy pods before he destroyed the universe. That's about all known of this single-player action game that never came to be, besides the fact that it was supposed to feature music by Iron Maiden.

Mindscape Golf

Publisher Mindscape
Genre Sports

Unlike many Mindscape products, this idea wasn't completely cliched or stupid– a golf game with completely made-up and invariably outrageous courses. But rather than stray into the Zone of Originality, Mindscape killed the project and continued to focus on cranking out bland space shooters.

MVP Baseball

Publisher Data East
Genre Sports

Data East bailed the PlayStation market in mid-'96, and they took this simulation of the Great American Pastime with them.

NCAA Football: Saturday Showdown

Publisher Mindscape
Genre Sports

Considering the waking nightmare that was Mindscape's NCAA Final Four, it's undoubtedly a very good thing this game never appeared.

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NBA ShootOut 99

Publisher 989 Studios
Genre Sports

While ShootOut 97 was met with acclaim, ShootOut 98 was a definite disappointment, something that 989 was hoping to avoid with ShootOut 99. The game was based on the same engine, with a few new features – like all-new 3D players and arena models, as well as a TV-style presentation. Ian Eagle, the New Jersey Nets broadcaster, was scheduled to do the play-by-play, and there were a number of new motion captures, including those from Bo Outlaw, Jason Kidd, Robert Horry, and Brevin Knight.

Features one might be familiar with that would have returned were the complete NBA license, so players would have gotten all 29 NBA teams, total control dunking (updated), icon cutting (updated), icon passing (updated), realistic player performances and sizes, full-season and game stats, and the standard modes – exhibition, tournament, All-Star, playoffs, and the finals.

Sony originally delayed the release of NBA ShootOut until December 1998. Then, on February 2, 1999, 989's ShootOut '99 was canceled because of "quality issues," and the development team moved toward development on ShootOut 2000, which was released late November 1999.

Pinky & The Brain

Publisher Konami
Genre Action

Warner Bros.' Animaniac characters Pinky & The Brain almost made their video game debut on the Sega Saturn and the Sony PlayStation, but it didn't happen. The Saturn version would have generally followed this storyline in the planned single player action game.

The game was quietly canceled.

Omikron

Publisher Eidos
Genre Action-adventure

This PlayStation action-adventure game from Eidos was being pared down at one point, perhaps when the company realized it was too ambitious for the PlayStation environment. When we *(playstationmuseum.com)* first spoke with Eidos, we were told that the game was going to have something of everything – an excellent fighting engine, amazing puzzle-solving capabilities through a revolutionary new system called IAM, and tremendous shooting action. Well, when we went to Eidos and saw the game firsthand, things had changed significantly – gone was the claim of a Tekken-style fighting engine and the word IAM was never mentioned. The developer had finally realized that it had taken too much on and decided simply to make an action-adventure with a few RPG elements, a few puzzle elements, and a solid hand-to-hand combat system.

Omikron was the name of the city you'd be roaming. The player – playing actually as themself – were to inhabit various bodies throughout the game. Each time one of them died, they hop into a new character (usually the first person who touched them, although they also have reincarnation spells to use). There would have been about 50 different characters available for inhabitation, but players wouldn't need to inhabit all of them to finish the game. They move through four separate chapters as they tried to evade the demons that wanted to take their (and just about everyone else's) soul.

There had originally been rumors floating around the Net saying that Omikron had been put on hold. Then Eidos made it official by announcing that instead of being put on hold, the project had been cancelled. One Eidos source said, "Yes, it's true. It was mainly an issue of so much art and too much detail for the PlayStation to handle."

Obee: Tale of the Circus

Publisher Majesco Games
Genre Action

Obee: Tale of the Circus is an Action game, published by Majesco Games, which was cancelled before it was released.

Panzer General Assault

Publisher Mindscape
Genre Strategy

Panzer General Assault is a Strategy game, published by Mindscape Inc., which was cancelled before it was released.

Paperboy

Publisher Midway

Apparently, a PlayStation version of the classic multplatform, PaperBoy, was in development.

Perfect Weapon 2

Publisher ASC
Genre Strategy

Perfect Weapon 2 was probably best described as the sequel to Perfect Weapon. The game was originally called Final Weapon, but never made it past the concept stages.

ASC didn't really say why the game was canceled, but admitted, "Of all of our games, this is one that you could one day see on the market on some new system down the road. But for now, it's just a document."

Prince of Persia

Publisher Avalanche Software
Genre Sports

Prince of Persia 3D was to be based on Red Orb Entertainment's PC version of the game, which shipped in August of 1999. The redux of the game series, which started in 1989, would have used character models and animations from the most recent PC title.

Prince of Persia 3D features a storyline co-authored by Jordan Mechner, the creator of the original Prince of Persia. It revolves around you, the prince, attempting to save your true love, the princess, from the evil Assan. Mindscape stated that the game would have been altered slightly for the PlayStation, by increasing the emphasis on action. "We recognize that the PC and PlayStation customers have different preferences," said Mindscape. "We intend to provide the PlayStation enthusiast with an experience that appeals more directly to their tastes, resulting in a product that combines the fast-action combat with the depth and immersion of a classic action-adventure game."

The PlayStation version of Prince of Persia 3D was canceled to allow developers to focus on appealing to Dreamcast enthusiasts with the coming DC version instead.

Propaganda

Publisher Virgin Interactive
Genre Action

Conceived at the peak of Virgin's money-spending frenzy (such as the $10+ million they frittered away on the point-and-click adventure Toonstruck, a critical and commercial bomb), Propaganda was apparently a driving/shooting game in the Twisted Metal vein. Virgin was always secretive about the product, most probably to disguise the fact that the game design was seriously flawed or nonexistent.

Quake

Publisher GT Interactive
Genre First-person shooter

GT says Quake for the PlayStation was never officially announced and that its development was a rumor that leaked out somehow. Activision said at one point that GT was working on something Quake, and that id wasn't happy with GT's treatment of it. In any case, this version for the PlayStation never came out, regardless of the story.

Rattlesnake Red

Publisher Acclaim
Genre Action-adventure

Rattlesnake Red was slated to be a true 3D platform action-adventure game in which players would have controlled Red, the main character, through an array of environments such as canyons and mines, avoiding obstacles and defeating the enemies they bump into along the way.

There were eight levels, decorated in real-time lighting, and a bunch of moves and power-ups for the character. Besides battling with the enemies, Red was to solve puzzles (seemingly consisting of removing obstacles from his path).

Rattlesnake Red was one of the titles that was canceled when Acclaim trimmed back its game lineup.

Raze

Publisher Interplay
Genre Action

Interplay planned to break the conventions of fighting games in not one, but two ways with its PlayStation title Raze. To begin with, Raze would have been a four-player fighting game, sharing the same screen. Second, it was purportedly a true 3D fighter, much like Square's Bushido Blade, where characters could climb, run, and jump in a three-dimensional world. Unlike BB though, they would actually have to turn and attack their foes manually; there was no cheap default for them to fall back on.

Raze quietly disappeared from Interplay's lineup.

Resident Evil 1.5

Developer	Capcom
Genre	Survival Horror
Scheduled Rel:	March 1997
Players	1 Player

Development of Resident Evil 2 began one month after the completion of its predecessor in early 1996. The first footage of the game was shown at the V Jump Festival '96 in July. This early build, later dubbed "Resident Evil 1.5", "Biohazard 1.5" in Japan, by producer Shinji Mikami, differed drastically from the released version in its scenario, presentation and gameplay mechanics. Its plot followed the same basic outline as that of Resident Evil 2, and featured a zombie outbreak in Raccoon City two months after the events of the first game. In this version of the story, however, Umbrella had already been closed down as a consequence of their illegal experiments. The development team sought to retain the level of fear from the original game, and thus introduced to the narrative two new characters who lacked experience with terrifying situations: Leon S. Kennedy, largely identical to his persona in the final build, and Elza Walker, a college student and motorcycle racer vacationing in Raccoon City, her hometown. Unlike the final version, the story paths of Leon and Elza did not cross, and each playable character had two support partners instead of just one. Leon received help from fellow police officer Marvin Branagh and a researcher named Linda – an early version of Ada – while Elza was aided by Sherry Birkin and a man named John, who appeared in Resident Evil 2 as gun shop owner Robert Kendo.

Real-world influences had an impact on several character designs by artists Isao Ohishi and Ryoji Shimogama. For example, Ohishi based Leon on his bloodhound, and Annette Birkin was modeled after actress Jodie Foster. The police department in which Resident Evil 1.5 began had a more modern and realistic design, and was smaller than the final building seen in Resident Evil 2. There were more encounters with surviving policemen, such as a superior officer of Leon called Roy. The number of polygons used for enemy models was far lower than in the released version. This allowed many zombies to appear on the screen, a method of invoking fear in the player that recurred throughout Resident Evil 1.5. Furthermore, the game employed dynamic music, and frequently applied alterations to the pre-rendered backgrounds in response to events during the gameplay. The playable characters could be equipped with gear, such as protective clothes that enhanced their defense and enabled them to carry more items. The characters' polygonal models were altered by costume changes and by damage received from enemies.

The development was carried out by a 40- to 50-person group that would later be part of Capcom Production Studio 4. Director Hideki Kamiya led the team, which was composed of newer Capcom employees and over half of the staff from the original Resident Evil. In the initial stages of development, producer Mikami often had creative disagreements with Kamiya, and tried to influence the team with his own direction. He eventually stepped back to an overseeing role as producer, and only demanded to be shown the current build once a month. Believing the game's assets to be good individually, but not yet satisfactory as a whole, Mikami expected that everything would coalesce in the three months leading up to the projected May 1997 release date. Shortly thereafter, however, Resident Evil 1.5 was scrapped at a development stage of 60–80 percent. Mikami later explained that the game would not have reached the desired quality in the aforementioned period, and especially frowned upon the gameplay and locations for being "dull and boring".

Respect Inc.

Publisher Psygnosis
Genre Action

Respect Inc. was initially developed by a third-party developer. It was a nice concept (a Mafia strategy game where players success was measured by respect gained), though how well the ideas would have transferred into gameplay is debatable. The graphics were a little clunky, too.

According to Psygnosis, the game was put into review and consequently killed.

Rebel Moon Rising

Publisher GT Interactive
Genre First-person shooter

Rebel Moon Rising was to be a first-person futuristic shooter for the PC and PlayStation. However, the PlayStation version was canceled after the PC version failed to do very well, largely due to the fact that if players didn't have MMX, they were out of luck. The game required the high-end processor to work at all on the PC.

In June 1997, GT Interactive officials announced that it had officially canceled the PlayStation version of the first-person shooter Rebel Moon Rising. It's likely the decision was reached because of the poor reception the PC version garnered.

Rocket Jockey

Publisher GT Interactive
Genre Action

Rocket Jockey was a 3D driving, fighting, and sports game planned for the PlayStation and the PC. Rocket Science went out of business, and Rocket Jockey was only released on the PC.

Return Fire II

Publisher MGM Interactive
Genre Action

MGM Interactive's long-time-coming 3D action-strategy title for the Sony PlayStation, Return Fire II (the sequel to Return Fire, which appeared on the 3DO, PlayStation, Saturn, and PC).

Basically capture-the-flag with high-end ammo, RFII was being developed under the tutelage of the original creator whose team had reportedly stepped up the graphics, multiplayer capabilities, combat interaction, enemy AI, perspective, and the level of strategy needed to beat the game. In single- or multiplayer mode, you would have battled from a behind-the-vehicle or behind-the-wheel perspective, creating, perhaps, a more immersive playing field experience.

RFII also included more missions than the original, analog control, new vehicle designs, and enhanced gameplay, as jet fighters couldhave engaged in dogfights.

MGM Interactive pulled the plug on Return Fire II for the PlayStation, saying that the project would be a huge undertaking for the system. A spokesperson for the company said that the game would be released for the PC only.

Rugby 2000

Publisher EA Games
Genre Sports

Rugby 2000 is a Sports game, published by EA Games, which was cancelled before it was released.

Rollerball

Publisher MGM Interactive
Genre Sports

Based on the ’75 sci-fi classic by the same name, Rollerball rolled all the strategy of today’s most popular team sports and the action of a demolition derby and kickboxing match into one. Set in 2098 (ten years after the events of the film), the game had players managing teams from around a world where wars are fought on the court instead of on the battlefield.

Goal points were amplified by how many times a team could successfully circle the court (grabbing hold of a team-controlled motorcycle helped) and score without giving up the ball at all. Once a goal was scored, two opposing team players had a few moments to beat the living hell out of each other for bonus points. Injuries and fatalities garnered huge bonuses. In fact, beating up on the opponents earned one as many points as dunking the ball.

This title was unlike other futuristic sports games in that it was not dreadfully boring. It had moments of entertaining cartoon violence more along the lines of a wrestling event than, say, Virgin’s Thrill Kill.

Rollerball was being developed for MGM Interactive before the publisher layed off its employees and shut down operations. Rollerball was lost in the shuffle.

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Short Fuses

Publisher SCEA
Genre Adventure

Short Fuses was an Adventure game, published by SCEA, which was cancelled before it was released.

Shining Sword

Publisher American Laser Games
Genre Action

American Laser Games made their mark in the coin-op industry by cranking out laserdisc-driven full-motion video light-gun shooters with adult-video production values and wild overacting. Thing is, while their shooting games were (not really) worth a few bucks in quarters at the arcade, they were most definitely not worth forth or fifty bucks to earn– something ALG inexplicably failed to realize. The company also started up a very ill-fated Games For Girls division– and foolishly thought they could hit upon the ever-elusive formula for producing games that women will actually play. Shining Sword was an action/adventure with plenty of one-on-one combat and what looked like a swank 3D engine, but it croaked as the result of ALG’s mismanaging themselves into the ground.

ShredFest

Publisher EA
Genre Action

EA’s Shredfest was a snowplay version of Road Rash – in effect, a sequel wherein players did the same stuff in the snow and on snowboards as they did on the road on bikes. Minimal information was released, and some even reported seeing snowboarders in action, whacking up other snowboarders on the way down the slope.

EA released a snowboarding game for the PlayStation, but it wasn’t ShredFest or even distantly related. It was supposed to come out in 1996, but never did.

Speed Tribes

Publisher THQ
Genre Action

Enter the bio-organic world based on Nemicron's graphic novel, where the speed of your machine is the key to your survival. That was the sell phrase, but the game never came out. The developers used real-time 3D mixed with an element of strategy to begin creating Speed Tribes. The game would have delved into the violent domain of aerocycle riders. After joining up with one of the six tribes, players would have honed their skills so they could overcome all obstacles thrown their way. Players could also battle head-to-head in arena play or face the enemy on its own turf – ultimately confronting the leader in the deadly blood run arena. Multiple gameplay options would have included one- and two-player, as well teamwork and combat modes. The task was to be simple: survive.

Star Wars: Episode 1 Racer

Publisher LucasArts
Genre Racing

If you haven't seen the successfully released Star Wars: Episode I Racer on the N64, the title takes a 15-minute segment of the film and turns it into a full-feature game. As its name suggests, Racer is an arcade racing game.

LucasArts was tied to an agreement with Nintendo that prohibited the game from being released on any competing system for a specific number of months. It had been the company's intention for quite some time to release the game on the PlayStation after its agreement with Nintendo ran out. LucasArts had hinted at the PlayStation version several times at E3, and in the months following the show. Work had indeed begun on the game.

Then came the following statement:

"While succeeding in both commercial and critical acclaim for the PC and N64 versions of Star Wars: Episode I Racer, LucasArts Entertainment Company will not proceed with the extension of the game for the Sony PlayStation platform. Instead, the company is refocusing its resources in anticipation of new Star Wars Episode I titles, both for current and emerging platforms."

StarCon

Publisher Accolade
Genre Action

Colony Wars: Vengeance almost had a bit of competition within the mission-based space-shooter genre with Accolade's StarCon, a spinoff of the old Star Control series.

One played as either the Hyperium or the more sinister Crux, then – if the player wished – they could go back and play as the other. Better yet, they could have played as one, and a friend could have been the other in a split-screen head-to-head competition. The head-to-head play was without a doubt the major feature that stood out in StarCon, and the feature that Psygnosis' Colony Wars, itself an excellent-looking game, lacked. Cooperative play was also available.

The single-player mode was the mission mode. Missions were nonlinear, so one could choose the order in which one wanted to progress. Plus, after players finished the game, they could go back to missions they'd already played with their more powerful weapons and ships and uncover some secrets they couldn't access in earlier levels.

Weapons included the particle beam laser turret, cannon turrets, and homing bolt targets, while fighter ships on their carrier (one had up to six) included the fast, maneuverable hawk and the powerful, heavier griffon. A third fighter, called the raven, would have been in place in time for the final product.

Two missions were in place in the early copy of the game we *(playstationmuseum.com)* had received. In one mission, to keep the Crux from bombing their planet, players had to steal their bomb – then use it against them. The second required players to kill a Crux leader. Both were fun.

Accolade announced that StarCon had been put on hold for the time being. "The team will be spending the next few months reevaluating the design with the hopes of coming up with a stronger game," a company spokesperson said. However, when we followed up with Accolade, no progress had been made, although a formal "This game is canceled" did not fall from the company's lips.

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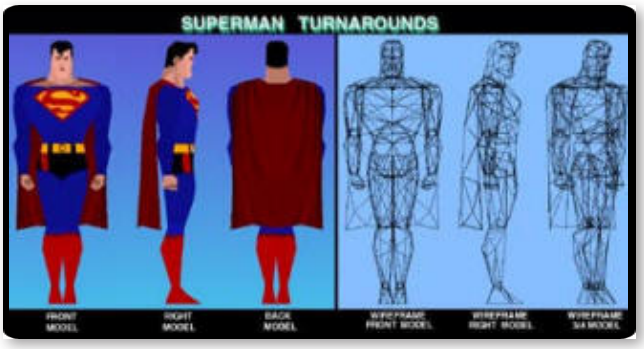
Superman

Developer	BlueSky
Publisher	Titus
Genre	Action
Players	1 Player
Product Code	SLUS-00712

Based on the DC Comics/Kids WB animated series, the game's story has Lex Luthor trapping Lois Lane, Jimmy Olsen and Professor Emil Hamilton in a Kryptonite fogbound virtual world. It is up to the Man of Steel to fly to the rescue in seven missions that take him from the streets of Metropolis to Braniac's space ship. Using his many powers, including heat vision, flight and x-ray vision, players must fight their way through air, sea, underground and indoor levels of bad guys, bosses and puzzle elements in order to reach Lois and destroy Lex's mission.



In 1998, BlueSky Software began working with French developer Titus to bring Superman, based on the WB animated series, to the PlayStation. At that time Titus had almost finished work on the N64 version of the game in France with their own team. Originally, the plan was to take the N64 game and port it over to the PlayStation. All that was to be done was to take the art and reformat it to run in a PlayStation engine. When the Superman N64 game was released. One reviewer stated "This game exists for the sole purpose of firmly establishing the bottom of the barrel".

A decision was made to retool Superman for the PlayStation to be a better game than the N64 with a new story and new gameplay. Unfortunately, it was soon realized that this was a game that, due to technical limitations of the time, could not be done to reflect what was happening in the animated TV show. The PlayStation at the time could not draw very far, so flying outside through a city was nearly impossible. Additionally all of the large scale combat and physical feats that made the animated TV series so exciting were limited on the system (ie. destructible objects, physics, characters being thrown and/or carried, etc.) To account for these limitations, the story changed so that Metropolis was covered with a green kryptonite fog. Thus in the end, Superman did most of his flying indoors.

After about a year of development, Superman was again re-designed. In April of 1999, the Columbine shooting happened and was a big blow to the industry as the media were using video games as a contributing factor for the shootings. Scuttlebutt has it that Titus suddenly changed the game from fighting Lex Luthor's henchman to fighting robots. Supposedly the developer was not allowed to have shootings of human beings anymore or realistic looking weapons in the game. This changed a lot of what the gameplay was going to be into a more switch pulling, puzzle based game which was very different from the animated show and the N64 version.

Unfortunately the license from Warner Brothers had expired. Essentially, Superman continued to be developed with no assistance from DC comics or Warner Brothers. The plan was to surprise everybody with a finished product. After almost 2 years of development, Superman reached a milestone: it received approval for release from Sony and issued a product code of SLUS-00712. Many retail outlets were accepting pre-orders for the game and advertisements were created. By the time the game was completed, Titus was unable to secure the license. Superman for the PlayStation was officially laid to rest.

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Starfleet Academy

Publisher Interplay
Genre Action-adventure

Starfleet Academy never saw the light of day on the PlayStation, though, Interplay decided to start publicizing Starfleet Academy nearly three years before its eventual release for the PC. Here's a bit about the unfortunate PC game that managed to surface.

Starfleet Academy put players in the Federation uniform of the sheepish David Forester, who just arrived at Starfleet Academy's Command College in San Francisco. Forester was the commander of a group of cadets with a lot of potential – and a lot of emotional baggage. Two team members got into a squabble at the very first team meeting, and that was just the first of a series of problems involving each and every member of his crew. Added to this, the appearance of a reactionary group at the Academy called the Vanguard, who believed all the Federation's problems with the Klingons and Romulans could be solved through brutal retaliation – and the fact that one of his team members sympathized with this isolationist group – and one can see these aren't going to be carefree school days.

In addition to keeping the cadets on track, he also met Star Trek luminaries such as Hikari Sulu, Pavel Chekhov, and of course the legendary James T. Kirk. All the scenes involving characters at the Academy were handled with full motion video, something of a letdown for those under the impression that the game gave players a chance to move about their quarters or throughout the Academy. And interaction was limited to selecting dialogue responses and then sitting back to see how well they chose.

The game is currently available for the PC and was originally expected for the PlayStation. Interplay sources say, however, that the PlayStation's 2MB system memory capabilities fall short of what would be needed to make the title work.

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Surreal

Publisher ASC
Genre Action

Surreal was to be a single-player action game with puzzle elements. You would've traveled through various periods attempting to solve riddles within real-time 3D graphic backgrounds, while attempting to defeat other characters.

Surreal just quietly disappeared from the PlayStation roster.

Ted Shred

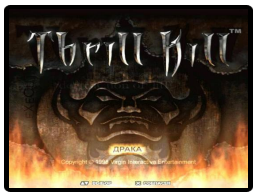
Publisher IBM
Genre Action

Riding on the cusp of "extreme" sport popularity, Ted Shred was yet another title that promised to be the "most radical" game ever and ended up face down in its own hyperbole. The game was essentially designed as a 3D side-scrolling action game including surfing, kayaking, skateboarding, jet skiing, and the likes. And since such sports wouldn't be "extreme" without a cast of characters, the game would've featured those, too. Vulgaar was the arch villain and bad, bad landlord of the isle of Loki-Loco, and his clan was to be called the D.R.I.P. (Dirty Rotten Incompetent Punks). Players would have battled from behind the persona of Ted Shred, the "coolest, most radical extreme surfer ever to shred the ocean blue."

What did sound pretty cool was that Digital Domain, the special effects creators behind Apollo 13 and True Lies were animating this title. The game would've included eight levels of Crash Bandicoot-style gameplay.

Thrill Kill

Developer	Paradox Development
Publisher	Virgin Interactive
Scheduled Rel:	1998
Genre	Fighting



Thrill Kill was developed in the late 1990s for the PlayStation by Paradox Development, later Midway Studios - Los Angeles. There was much hype surrounding the game, billed as the new Mortal Kombat, and expectations were high in the gaming community. The original publisher was to be Virgin Interactive, which was acquired by Electronic Arts Pacific for £122,500,000 in the late summer of 1998.

By this point Thrill Kill had already finished development in entirety. A few weeks before shipping, the game was cancelled by EA because they didn't want to "publish such a senselessly violent game", as they felt that it would harm their image. They also stated that they deemed the game so offensive that they would not even attempt to sell the game to be released by another publisher either.

Later, former employees that had worked on the game released the full game onto the internet, along with various beta versions, and bootlegs of the game flooded the market and were still seen by a large share of its original intended audience nevertheless. All files are still widely available through file-sharing, and playable through emulators.

Gameplay consisted of a closed 3D room where up to four opponents would fight to the death, and proceed to finish each other off with Thrill Kills, much like the fatalities of Mortal Kombat. Every attack made will result in a character's bloodlust to rise. Instead of the usual life bar, characters build up a "kill meter". Once this meter was full, and therefore bloodlust at its strongest, a player's character would be electrocuted to give them superhuman strength enabling a Thrill Kill move to brutally slay an opponent, depending on what button was pressed upon grabbing someone.

The plot revolves around ten damned souls who have died and descended into Hell. This modern-day Hell is based on the real world of today's deviants. The characters are the physical manifestations of their mental illnesses or the evil hidden within their mortal selves. Each character has been a murderer, usually after their said illness/evil inner self. Marukka, the Goddess of Secrets, is bored of her usual routine and decides that it would be entertaining to pit all of the characters against one another in a fighting tournament with the prize being reincarnation. Each character is battling for nothing more than self-preservation and the hope of being reborn.

The controversy surrounding the game raised the interest of Thrill Kill in the gaming community greatly, helping bootleg copies of the game to become very common. In their September 2004 issue, Official U.S. PlayStation Magazine cited Thrill Kill as one of the most overrated cancelled games, stating "It got lots of hype. But it really sucked, too."

The Thrill Kill engine was later used in numerous other games. It was used to make Wu-Tang: Shaolin Style, a game based on the rap group Wu-Tang Clan. The Thrill Kill engine was later used in two-player form for X-Men: Mutant Academy, X-Men: Mutant Academy 2 and Rock 'Em Sock 'Em Robots Arena.

In 2009, GameInformer ranked Thrill Kill tenth on a list of "The Top Ten Games That Almost Were."

Test Drive Rally

Developer Digital Illusions
Publisher Infogrames
Genre Racing

Test Drive Rally was a Driving game, developed by Digital Illusions and published by Infogrames, which was cancelled before it was released.

Vermin

Developer Kronos Digital Entertainment
Publisher Eidos Interactive
Genre Action

Vermin was an Action game, developed by Kronos Digital Entertainment and published by Eidos Interactive, which was cancelled before it was released.

Viper Red Sector

Publisher New World Comp
Genre Racing

Viper Red Sector was about a creation of mankind that goes bad and turns against its creators. The game was a flight simulation and aerial combat. Players would've played the role of the only fighter pilot on earth whose brainwaves could control a squadron of robot fighter planes, which were designed to eliminate a race of irate synthetic humanoids. Players would've guided these planes, one at a time, against the enemy in six campaigns and more than 40 sorties. The planes wouldn't have flown on rails: They would have swooped their fighter anywhere they wanted through the game's texture-mapped environments.

Viper Red Sector was canceled without explanation shortly after 3DO purchased New World.

Wild Wild West

Developer Realtime Associates
Publisher SouthPeak Games
Genre Adventure

Wild Wild West was an Adventure game which was cancelled before it was released.

Virtual Gallup

Publisher Sunsoft
Genre Racing

Virtual Gallup was to be a realistic 3D-rendered horse racing game in which players controlled the horses as the jockey. Racing well would've won them points to use to upgrade their horse's speed, stamina, dash, and gait, which would've increased the horse's chances of being victorious in the next race. The developers planned to store racing statistics in the game's database, which was designed to keep track of the past three years of racing.

Virtual Gallup disappeared for no apparent reason.

WCW/NWO Live

Publisher THQ
Genre Sports

In a mad dash to make the most out of its expiring WCW license (Electronic Arts took over in 1999), THQ tried to prep WCW/NWO Live for release at the end of 1998. Since it was coming from Tomy, we *(playstationmuseum)* surmised it contained at least some part of the Toukon Retsuden 3 engine. More than 30 wrestlers were present in the game, but only half of them were from the WCW or NWO. The rest of the roster was filled with Japanese wrestlers. Players could create their own wrestler, specifying height, weight, clothes, hair, moves, rants, and tattoos.

The game reportedly ran at 60 frames per second at one point, even in the four-player mode. The game was to contain signature finishing moves and real entrance music, giving the game a realistic (well, as realistic as you can get in a wrestling game) look and feel.

THQ's WWF Smackdown! for the PlayStation used a variation of the Toukon 3 engine originally intended for the deceased WCW/NWO Live.

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Werewolf: The Apocalypse

Publisher Capcom
Genre Action-adventure

Werewolf: The Apocalypse was an action-adventure game that would have brought to life the White Wolf role-playing game known as the Storyteller series. In single- or two-player mode, players would have navigated through six worlds as one of seven Garou characters, each maintaining the forms of human, wolf, and werewolf simultaneously. Each character's abilities directly reflected that character's abilities in the Storyteller game. This was planned as a 3D game, seen through a three-quarter perspective with roaming cameras and multiple paths.

Capcom stated that the game tried to be too much of everything, combining too many genre elements that didn't work well together.

Wetlands

Developer New World Comp
Genre Adventure

Wetlands was to be a single-player futuristic adventure game packed with action and mystery. Players would have taken on the role of a tracker who had been hired by a distant planet's authorities to recapture a dangerous escaped prisoner. The prisoner was to have left only one clue behind, a note reading, "Wetlands. April 6." As the tracker, players would have had to journey to the water-covered planet Wetlands and track down the prisoner before the April 6 deadline. Their pursuit would've taken them above and below water and through various underwater facilities, all the while fending off thugs and solving mysteries. The game's graphics were originally created using roto-scoped cel animation techniques.

Wetlands was canceled without explanation shortly after 3DO purchased New World.

Ico

Developer Team Ico
Genre Action-adventure

Lead developer Fumito Ueda came up with the concept for Ico in 1997, envisioning a "boy meets girl" story where the two main characters would hold hands during their adventure, forming a bond between them without communication. Ueda began working with producer Kenji Kaido in 1998 to develop the idea and bring the game to the PlayStation. After two years of development, the team ran into limitations on the PlayStation hardware and faced a critical choice: either terminate the project altogether, alter their vision to fit the constraints of the hardware, or continue to explore more options. The team decided to remain true to Ueda's vision, and began to use the Emotion Engine of the PlayStation 2, taking advantage of the improved abilities of the platform.

Onimusha

Developer Capcom
Genre Survival horror

Onimusha: Warlords is the first action-adventure video game of the Onimusha series, released first for the PlayStation 2 in 2001. Onimusha was planned by Capcom as a trilogy. Its first title was originally being developed for the PlayStation, but the project was eventually moved to the PlayStation 2. The PlayStation version was scrapped and never released. It was about 50% complete before it was cancelled. Onimusha team's excitement about the PlayStation 2's capabilities resulted in that change. They developed the game basing on the system from the Resident Evil series.

Black & White

Developer Lionhead Studios
Genre Simulation

Black & White is a 2001 video game developed by Lionhead Studios. A God game, it includes elements of artificial life, strategy, and fighting games. The player acts as a god and takes control over villages across several islands.

Apparently a PlayStation port was in development. Only a couple of screenshots and a trailer resurfaced from the project.

A port for the Sega Dreamcast was also in development but was cancelled due to the end of the system's production life.

Titan A.E.

Developer New World Comp
Genre Action-adventure

An action adventure based on the Disney movie of the same name. Although much work had already been done, the game was canceled because the picture suffered at the box office and was deemed a financial failure. But the a demo of the game is available on the net.

The Official PlayStation™ Museum

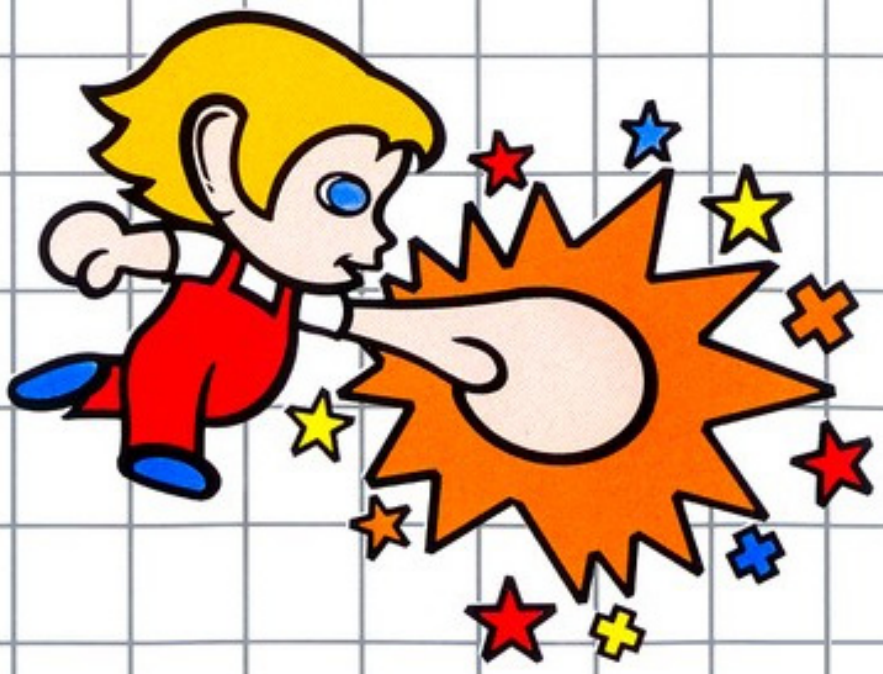
I used playstationmuseum.com for most of the information on these cancelled PlaySation games. I rewrote some, or copy\pasted whole sections in. Most of the pictures are also from their site. For more information, better insight, and more pictures on cancelled PlayStation games, please visit playstationmuseum.com. From their words:

> *"Welcome to the wonderful world of Sony PlayStation. You've just come to a place dedicated to the history of the Sony PlayStation. We bring the classic days back into the spotlight by providing a forum as well as an online library of reviewed games. Each day thousands of fans, nostalgics and gamers gather here to enjoy our fun and interactive community. Regardless if you're a hardcore PlayStation fan or just looking for a review of a PSone classic for your next generation console, you'll definitely find something of interest here."*

Also included on their site, other than information on cancelled PS1 games, are reviews on released games, from PAL, NTSC, and NTSC-J. The history of PlayStation. Blogging news. And a forum for members to chime in.

Alex Kidd in Miracle World™

The Mega Cartridge™



Homebrew/Unlicensed

These pages include a few fun/weird homebrews and unlicensed games.

Homebrew is a term frequently applied to video games or other software produced by consumers to target proprietary hardware platforms not typically user-programmable or that use proprietary storage methods. This can include games developed with official development kits, such as Net Yaroze, Linux for PlayStation 2 or Microsoft XNA.

Homebrew was originally promoted by Sony with the Net Yaroze, which had a large scene for quite some time. However, the official Net Yaroze site was shut down in mid-2009, and Sony stopped supporting the system as well as the users who still owned the console.

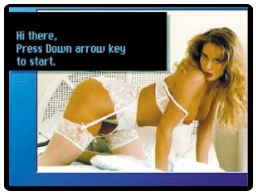
The first "games" on this page are from a Russian PSX site, and apparantly they are some sort of porn games, or erotic adventures. These games are off-course unlicensed, as Sony would not allow this kind of smut/fun on their console. Even the hardcore Japanese hentai games were trimmed from sex in their ports over to the system. Apparantly several titles in the Russian porn series were released for the PlayStation. I just included a few of them for fun.

Рандеву С Незнакомкой 5. Дон Жуан на экзамене

Type Unlicensed
Genre Other
Players 1 Player

Рандеву С Незнакомкой 5. Дон Жуан на экзамене, translated "Rendezvous with the stranger 5. Don Juan in the exam", is the fifth game in the series i guess, where players take the role of a student. Players will meet with five girls - Antonina, Dasha, Lucy, Julia and Natasha. Each of them with their own unique character and plays a key role in the development of the game's story.

Сборник Эротических Игр Специальная Редакция



Type Unlicensed
Genre Other
Players 1 Player

Сборник Эротических Игр. Специальная Редакция, translated "Collection of Erotic Games Special Edition", feature the erotic games: "Teresa", "Teresa 2" and "The Adventures of the milkman."

As a bonus, the CD contains a IBM PC version of the games plus the Interactive Girl - "Vida X".

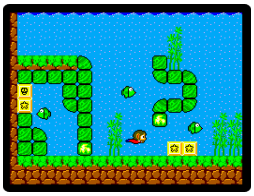
Mother

Type	Homebrew
Developer	Hitmen PlayStation Division
Genre	Shooter
Web-site	theisozone.com

A collection of releases from HITMEN PLAYSTATION DIVISION demo group which includes their very first release "MOTHER", a shoot'em up game preview.

Some of the text and various PAL/NTSC switches are a bit confusing, this is caused by the fact that the parts are normally running standalone.

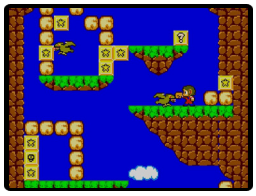
Rarity: x



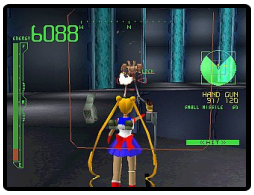
Alex Kidd in Miracle World

Type	Homebrew
Developer	Bero
Genre	Platformer
Players	1 Player
Web-site	theisozone.com

(MasterGear) Sega Master System Emulator port for PlayStation with included example bin/cue image of Alex Kidd in Miracle World.



Rarity: x



Armored Core Sailor Moon edition

Type	Homebrew
Developer	Taka2
Genre	Action
Web-site	theisozone.com

A Skin Mod of the original Armored Core: Master of Arena Sony Playstation game (NTSC-J Disc 1). As the original game had multiple discs, only "MISSION" and "SAND" are accessible. Audio and some text in Japanese but does not effect gameplay.

Before proceeding to missions users will have to adjust colors of Sailor Moon model manually (hair-yellow,skirt-blue,ect.). By default it will have a greenish tone.

Rarity: x

HarmlessLion Compilation

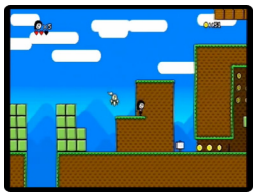
Rarity: x

Type Homebrew
Developer tursi@harmlesslion
Genre Demo
Web-site theisozone.com

A single menu-driven ISO image containing all of tursi@harmlesslion PlayStation releases.

The following software is included: Takatron, Damned Demo, Sand Demo, TetraDemo, CrapDemo, Captain Communism (incomplete), Adult TetraDemo (furry art by FoxxFire), and noadult.exe (patch to disable Adult TetraDemo).

Marilyn: In the Magic World

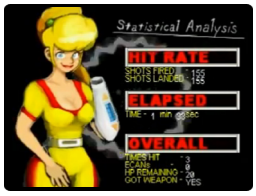


Rarity: x

Type Homebrew
Developer LameGuy64
Genre Platformer
Web-site psxdev.net

Marilyn in the Magic World is a fan-game project starring an original character named Marilyn created by a dA artist named Kenny Anderson who LameGuy64 is a fan of. LameGuy64 thought it would be a really cool idea to make a homebrew game starring Anderson's original character, Marilyn, and so, this project was eventually born.

Roll Boss Rush



Rarity: x

Type Homebrew
Developer isufje
Genre Platformer
Web-site forum.rockmanpm.com

Roll Boss Rush is a MegaMan inspired 2D action platformer, but mostly it's just fighting a boss (or bosses) on a single screen. Currently there are 5 bosses to battle.

One play as Megaman's sister Roll, but not the Roll based on the Japanese Canon, but the Ruby Spears MegaMan Cartoon.

Virtual Sex 2

Type Homebrew
Developer Smashey9 *(i think)*
Genre Other
Web-site theisozone.com

It`s “virtual sex” on your PlayStation. Plugg in the dual shock and have fun...

The object of the game is to please the woman till the point of happiness.

Rarity: x

Wheres Derpy?

Type Homebrew
Developer gameblabla/pepperpunk
Genre Other
Web-site theisozone.com

This is an unofficial port of a Flash game originally made by pepperpunk (11 screens currently available). The goal of the game is to find Derpy and three muffins. But if players found Derpy and no muffins, they still win.

Rarity: x

Doom Forever

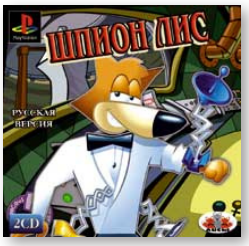
Type Homebrew
Genre First-person shooter
Web-site theisozone.com

Modification of Final Doom featuring altered maps, weapons, and enemy sprites. Experience Doom on Playstation in an entirely different way with redrawn textures, added effects, mixed phases, and increased complexity. Can you survive the murky depths of Hell?

Rarity: x

Шпион Лис

Rarity: x

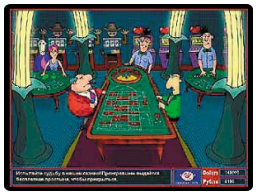


Type	Unlicensed
Genre	Adventure
Players	1 Player

Spy Fox is part of the three games in the Spy Fox series developed by Humongous Entertainment and marketed by Atari. In 2012, Nimbus Games Inc. released a version designed for both iOS and Google Play, which received critical acclaim.

I am pretty sure this Russian release is a unlicensed port as i found no information on it outside of the Russian PSX sites.

Азартный Игрок

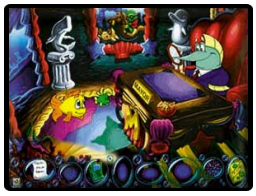


Rarity: x

Type	Unlicensed
Genre	Casino
Players	1 Player

A gambling game featuring different slot machines. During the game, players will need to earn money to spend on their room. *Nothing more interesting to say on this title. It`s just like the hundreds other Japanese games of the same type.*

Рыбка Фредди

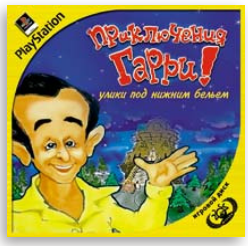


Rarity: x

Type	Unlicensed
Genre	Adventure
Players	1 Player

Freddie Fish is another adventure game from Humongous Entertainment. I guess the Russians really liked the kid friendly point-and-click games from the early nineties.

The game tells the story of Freddie`s grandmother who is missing her chest with seeds. If Freddie can`t find the chest, the inhabitants of the underwater kingdom will be left without food.



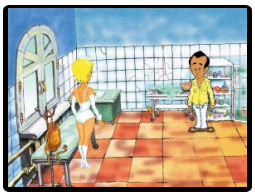
Приключения Гарри

Type Unlicensed
Genre Erotic adventure
Players 1 Player

The Adventures of Harry is, what seems to be a adventure game influenced by the Leasure suit Larry series.

The game tells the story of a few hotel guests found in a nearby forest frightened and close to insanity. To investigate the situation, the hotel send the private detective, Harry, who is considered a very big fan of the female sex. Players must help Harry do the job and not miss out on the fun in the process.

"newgame.ru"



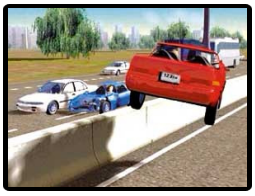
Rarity: x

Правила Дорожного Движения

Type Unlicensed
Genre Burn Out
Players 1 Player

Правила Дорожного Движения, meaning "Traffic Laws", is a simulation game, where players train for their traffic exam. The game teaches the rules of the road, full set of rules SDA, illustrations, quizzes and more.

From my guesstimate, this is unnecessary as Russians probably get their driver license along with their birth certificate. I kid of course :p

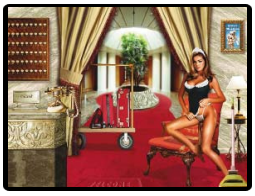


Rarity: x

Гостиница Желаний

Type Unlicensed
Genre Erotic adventure
Players 1 Player

Гостиница Желаний, meaning "Hotel Desire", let players take a virtual trip into the unforgettable hotel "Wish", and spend a wonderful evening in a cozy room, while charming girls, like the sweet and charming waitresses, strict and sexy administrator, and mysterious and charming neighbor. If the players play smart, they will be rewarded with an erotic dance.



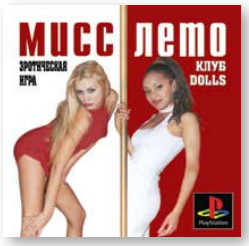
Rarity: x

Клуб Dolls Мисс Лето

Rarity: x

Type Unlicensed
Genre Erotic adventure
Players 1 Player

Клуб Dolls Мисс Лето, Club Dolls Miss Summer, welcome players to the magical world of the club «Dolls». Players are waiting for the best three girls summer. On the club scene they dance for them. If players show themself witty and brave, the half-naked beauties will thank them in an exclusive VIP dancing candlelight.



Клуб Divas Мисс Весна

Rarity: x

Type Unlicensed
Genre Erotic adventure
Players 1 Player

Клуб Divas Мисс Весна, Club Divas Miss Spring, let players watch a competition for the title of "Miss Spring". The best dancers give their best show for the jury. Not only can players watch from the outside, but also communicate with all participants. And if they can please some of the girls, they will get a very pleasant surprise.

Тайна Зелёного Камня

Rarity: x

Type Unlicensed
Genre Role-playing game, Action-adventure
Players 1 Player

Тайна Зелёного Камня, meaning "The Mystery of the Green Stone", is a mix between RPG and action-adventure. The game feature 40 different monsters, 16 spells, 4 types of weapons, with nine different types of actions, and real-time lighting. The game also feature 8 levels.

I am not sure if this is a Russian release of an already released game, but I have no recollection from any of the blurry pictures.

PlayStation Prototype

The PlayStation project started as a SNES with a built-in CD-rom drive. It was cancelled due to revenue issues (more of that can be read on the first pages in this book).

After the rage quit from Nintendo, Sony decided to go through with the plan of a new game console. The man behind the project, Ken Kutaragi, went to work with strong support from Sony. Kutaragi brought together a handful of engineers that had come out of a broadcast and professional realtime 3D graphics enginge called System-G, a special-effects computer that broadcasters could use to augment live broadcasts with 3D images in realtime. Kutaragi`s vision was to take that and apply it in high volume and bring it into the home.

The picture:
PlayStation as it appeared in 1991, a Sony-built SNES with a CD-ROM drive. The project was a result of Kutaragi growing close to Nintendo after supplying the SNES PCM sound system.

Kutaragi was moved with nine team members to Sony Music, a separate financial entity owned by the corporation, in the Aoyama district of Tokyo. There, he worked with Shigeo Maruyama, CEO of Sony Music and soon to become a vice president of the division that ran the PlayStation business, Sony Computer Entertainment International (SCEII), and Akira Sato, who`d also become a VP. Though on face value it hardly sounds signigicant, the involment of Sony Music was fundamentally the converging interest of the disc pressing divisions.

Phil Harrison, who became the president of Sony Computer Worldwide Studios, was among the evangelists who went out to scout for developers and publishers to create games for the platform, having joined PlayStation when it was finally greenlit in the summer of 1993.

One of the crucial points in the campaign to win hearts and minds came when Sony offered a solution to the problem that Japanese game publishers had no production capacity or supply infrastrucure themselves. After all, under the Nintendo model, Nintendo would make and ditribute their software for them. Publishers was impressed by the machine, but wondered how they`d bring their software to market. This was where the partnership between Sony Corp and Sony Music really came to fruition.

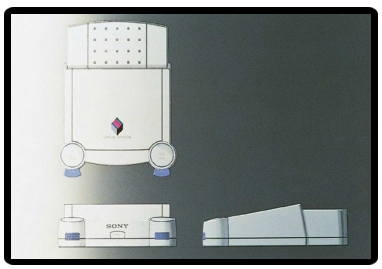
The iconic PlayStation logo depicts an incorporated PS using four bright colors that symbolize joy, passion and excellence. It was created by Japanese designer Manabu Sakamoto who also designed the famous VIAO logo.

Norio Ohga, the president and chairman of Sony Corporation, closely supported Kutaragi throughout PlayStation`s development, but there were two notable disagreements between them. The first was over the PlayStation controller, which was designed by Sony engineer Teiyu Goto, who also designed the console`s casing. Ohga, who was at the time in his 60s, had requested that it should be comfortable for older people`s hands, and Goto wanted to make something more ergonomic than traditional, flat pad designs. Ohga immediately liked the sculpted, `horned` result, but Kutaragi didn`t; along with other team members and game developers, he felt that it was too removed from recognised pads. But Ohga was clear about his decision. But Kutaragi got his own way in another dispute, in which Ohga insisted that PlayStation CD-ROMs should be supplied in protective plastic caddies. Kutaragi insisted that this would make them, and the machine, more expensive to make. Ohga eventually backed down, but only after demanding that PlayStation`s discs should be differentiated from other CDs. Kutaragi`s team came up with the solution in the form of black discs.

The iconography of X for `no` and O for `yes` is widely used in Japan, so it was logical for most Japanese software developers to widely use O as the main positive action button and X as the main negative button, even though the X button`s positioning made it feel like the main one. The result was a global divide with western developers, who generally used X as yes and Triangle as `go back` (because it was in the `up` position and looked like an arrow). As a result, many games were initially rejected by SCEA thirdparty QA - a US-specific guideline demanded a certain interface standard.

For more pictures and more detailed information on the beginning of the PlayStation, please read Edge Magazine, Issue 200. In paperform, or here: imgur.com/a/waGYr

PlayStation`s casing was designed by Teiyu Goto, art director at Sony Design Center, who modelled its central motif around the circle of a CD-ROM. His intention was that it wouldn`t need changing, a principle that held until PSOne was launched six years later.



System Packages

The PlayStation (except PSone) went through a number of variants during its production run, each accompanied by a change in the part number. From an external perspective, the most notable change was the gradual reduction in the number of external connectors from the back of the unit. This started very early on with the original Japanese launch units; the SCPH-1000, was the only model that had an S-Video port, which was removed on the next release. This also led to a discrepancy where the US and European launch units had the same part number series (SCPH-100x) as the Japanese launch units, but had different hardware (Rev. B silicon and no S-Video port)—they were followed by the Japanese SCPH-3000, so for consistency should have been SCPH-3001 and SCPH-3002.

SCPH-9001
SCPH-5001
SCPH-1001

Model SCPH-1000

Release date (jp) December 3, 1994
MSRP ¥39,800

The first release of the console, only released in Japan, was the only model that had an S-Video port, which was removed on the next release.

This release also had some FMV skipping issues.

Audiophiles were pretty interested in SCPH-100x models for a while, simply because it used a Asahi Kasei Microsystems (AKM) AK4309AVM DAC and had RCA Audio ports. One had to pay close to $6000 to get the same audio quality from a standalone CD system at the time.

Contents

- SCPH-1000 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- S-Video output
- Serial Port
- A/V Direct Out

Model SCPH-1001

Release date (us) September 9, 1995
MSRP $299.99

This was the first system released overseas. The model was based on the earlier Japanese SCPH-3000 series. The U.S release was on September 1995 and came at a suggested retial price of 299.99$.

This release also suffered from FMV skipping issues.

SCPH-1001 was discontinued in the U.S om May, 1996.

Contents

- SCPH-1001 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc

notes
- Parallel port
- Serial Port
- A/V Direct Out

Model SCPH-1002

Release date (eu) September 29, 1995
MSRP £299

Model SCPH-1002 was the earliest model released for PAL countries. It was released with three different BIOS; 2.0 (1995-05-10), 2.1 (1995-07-17), and 2.2 (1995-12-04).

Like the North American SCPH-1001, this release also suffered from FMV skipping issues and was based on the SCPH-3000 series.

Contents

- SCPH-1002 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc (depending on release)

notes
- Parallel port
- Serial Port
- A/V Direct Out

Model SCPH-3000

Release date (jp) July 21, 1995
MSRP ¥29,800

Model SCPH-3000 was the second Japanese release. Eliminating the S-video output was the biggest difference on this model, along with the price reduction.

Earliest units had a PU-7 board, further units featured a PU-8 board like the SCPH-1002.

This release also had FMV skipping issues.

Contents

- SCPH-3000 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port
- A/V Direct Out

Model SCPH-3500

Release date (jp) March 28, 1996
MSRP ¥24,800

Model SCPH-3500, called “PlayStation® Fighting Box”, came with BIOS 2.1 (1995-07-17) and included two controllers and a memory card, at a reduced price. Other than that, the model was the same as the SCPH-3000 version.

Contents

- SCPH-1000 Console
- Controller x2
- Memory Card
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port
- A/V Direct Out

Model SCPH-5000

Release date (jp) June 22, 1996
MSRP ¥19,800

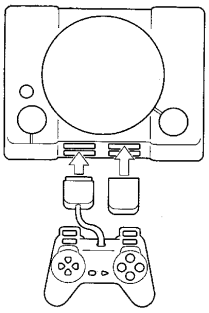
Model SCPH-5000 came with BIOS 2.2 (1995-12-04) and an even lower retail price, though, it only came with one controller again. The console came in a happy green/white box.

The model still had FMV skipping issues.

Contents

- SCPH-5000 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port
- A/V Direct Out



Model SCPH-5001

Release date (us) May, 1996
MSRP $199

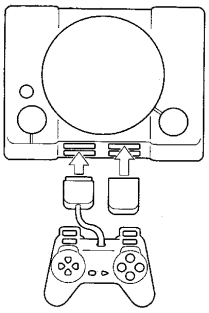
On the Model SCPH-5001, major changes was done. CD-ROM drive re-located on right side of CD bay. Lens carriage reinforced and power simplified, fixing FMV skipping issues. A/V direct out and RFU power connector was removed. Model numbers synchronized worldwide. And lens assembly attuned specifically to the black disks to circumvent piracy.

The model was discontinued in U.S on March 3, 1997.

Contents

- SCPH-5001 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port



Model SCPH-5003

MSRP ¥19,800

Released only in Japan, model SCPH-5003 came with the same features as the previous 5001 model.

The SCPH-5003 uses the KSM-440 CD-ROM for transport, and the DAC is the AKM AK4309AVM 16-bit sigma-delta DAC chip.

Contents

- SCPH-5003 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port

Model SCPH-5500

Release date (jp) November 15, 1996
MSRP ¥19,800

Model SCPH-5500 was the Japanese version of 5001. The model have the PU-18 board and came with BIOS 3.0 (1996-09-09).

Included was one controller and the retail price of 19,800 Yen

The system came in a red and white box

Contents

- SCPH-5500 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port

Model SCPH-5501

Release date (us) March 3, 1997
MSRP $149

Model SCPH-5501 was the North American version of SCPH-5500. It used BIOS 3.0 with a newer compilation date.

SCPH-5501 was discontinued in U.S on September 1, 1998.

The North American box had a red stripe at the bottom.

Contents

- Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc

notes
- Parallel port
- Serial Port

Model SCPH-5502

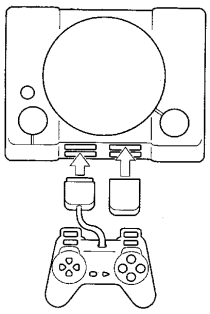
Model SCPH-5502 was a European version of 5500. It used BIOS 3.0 with a newer compilation date

The PAL box had a yellow stripe at the bottom.

Contents

- Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc (depending on release)

notes
- Parallel port
- Serial Port



Model SCPH-5503

Release date (tw) September, 1997

Model SCPH-5503 was an Taiwanese version of 5500. This model also used BIOS 3.0 with a newer compilation date.

Contents

- SCPH-5003 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port

Model SCPH-5903

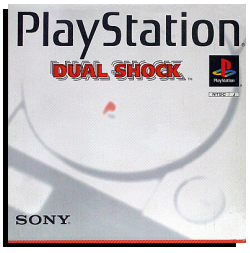
Release date (tw) 1997

SCPH-5903 is a white special Taiwanese model that could play VCD movies. It also got the RCA Video/Audio Out, like earlier PlayStation models. It got a custom attachment plugged into the bus to enable VCD playback. It is unknown what BIOS it used.

Contents

- SCPH-5903 (white)
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port
- A/V Direct Out
- Video-CD playback capable



Model SCPH-7000

Release date (jp) November 13, 1997
MSRP ¥18,000

Dualshock was now standard. First version to include Sound Scope (light show music visualizations). Major manufacturing cost reductions took place from this model onwards, number of memory chips and CD-ROM controllers were reduced (from 4 RAM chips to 1 and from 3 CD controller chips to 1), other components were simplified. Switched DAC to AK4309BM. Used BIOS 4.0. The bootup screen was slightly changed. The model also has the PU-20 board.

Contents

- SCPH-7000 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port

Model SCPH-7001

Release date (us) September 1, 1998
MSRP $129

This was the North American version of the SCPH-700X series. This release used BIOS 4.1. As with the previous 700X release, this also came with the, now standard, Dual Shock controller.

The SCPH-7001 also had a midnight blue limited edition.

Contents

- SCPH-7001 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc

notes
- Parallel port
- Serial Port

Model SCPH-7002

Release date (eu) 1998

This was the European version of the SCPH-700X series. This release used BIOS 4.1. As with the previous 700X release, this also came with the Dual Shock controller.

The 4.1 BIOS included for the first time the kaleidoscope graphic effects to the music disc player.

The SCPH-7002 had a midnight blue limited edition as well.

Contents

- SCPH-7002 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc (depending on release)

notes
- Parallel port
- Serial Port

Model SCPH-7003

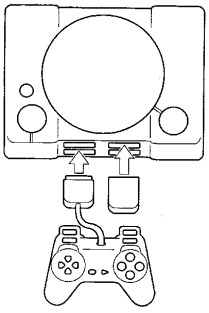
Model SCPH-7003 was an asian release and came with BIOS 3.0(1996-11-18).

I found very little information on this release, and from what i managed to dig out was that this was the first system released in asian countires that did not had a PlayStation release yet. Probaly along with other countries that already had seen other PlayStation releases.

Contents

- SCPH-7003 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port



Model SCPH-7500

Release date (jp) December 1, 1998
MSRP ¥15,000

The SCPH-7500 model came with BIOS 4.1 (1997-12-16) and a price cut on the console. On these versions, DAC is switched to DAC's from other manufacturers.

Two chips are integrated into one, the sound CPU and the CD controller.

Contents

- SCPH-7500 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port

Model SCPH-7501

Release date (us) February, 1999

The SCPH-7501 is the Noth American release and came with the BIOS 4.1 (1997-12-16). This version have the PU-22 board.

The system came with the usual content, like the Dual Shock controller, A/V cable, power cord, manuals, and the Demo disc.

Contents

- SCPH-7501 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc

notes
- Parallel port
- Serial Port

Model SCPH-7502

Release date (eu) 1999

The SCPH-7502 model was the European version, and like the Noth American release, it came with the BIOS 4.1 (1997-12-16).

The system came with the usual content, cables, manual, Dual Shock controller and demo disc.

The SCPH-7500 series still retains the Parallel and Serial I/O ports. The Parallel port was to be used for additional hardware but this never eventuated and was more commonly used for add-ons that would bypass regional locks-outs.

Contents

- SCPH-7502 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc (depending on release)

notes
- Parallel port
- Serial Port

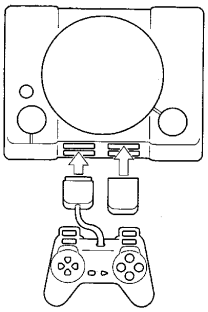
Model SCPH-7503

The SCPH-7503 model was released for Asian countries, except China, and included the same features as the rest in the 750X-series, including the BIOS 4.1 (1997-12-16).

Contents

- SCPH-7503 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Parallel port
- Serial Port



Model SCPH-9000

Release date (jp) May 28, 1999

On this units the parallel port was removed to remove pirate function and little use from first party developer. Though, this model still has the parallel port hidden under the case. The Motherboard PCB was also reduced in size. The model uses a higher quality CD-ROM compared to earlier Playstations. It used BIOS 4.0 and has the PU-23 board.

Contents

- SCPH-9000 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Serial Port

Model SCPH-9001

Release date (us) August 23, 1999
MSRP $99

On the North American SCPH-9001, the parallel port was completely removed. The model comes with BIOS 4.1, and has the PU-23 board.

The SCPH-9001 was discontinued on September 19, 2000.

Contents

- SCPH-9001 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc

notes
- Serial Port

Model SCPH-9002

Release date (eu) 1999

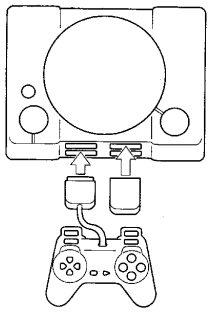
Model SCPH-9002 is the European version of the 900X versions. The model comes with BIOS 4.1 (1997-12-16).

The 900X versions was the last revision of the original PlayStation design. Most changes on every release were driven by cost savings in production.

Contents

- SCPH-9002 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Serial Port



Model SCPH-9003

The SCPH-9003 model is the Asian version of the 900X releases. This release probably used BIOS 4.1.

Contents

- SCPH-9003 Console
- Dual shock controller
- Stereo A/V cable
- AC power cord
- Printed materials

notes
- Serial Port

Model SCPH-100

Release date (jp) July 7, 2000
MSRP ¥15,500

The PSone is Sony's smaller, redesigned version of its original PlayStation console. It went on to outsell all other consoles throughout the remainder of the year it was released—including Sony's own PlayStation 2. The PSone is fully compatible with all PlayStation software. This also serves as the final model/revision for the entire PlayStation lineage.

A year later, on September 12, 2001, the price was lowered agian, to 9,980 Yen.

Contents

- SCPH-100 Console
- Dual shock controller
- Stereo A/V cable
- AC power adaptor
- Printed materia

Model SCPH-101

Release date (us) July 7, 2000

The PSone was originally based on essentially the same hardware as the SCPH-900x. The internal power supply replaced with an external 7.5VDC power adapter with the other required power rails being generated internally on the main using a mixture of regulators and DC/DC converters for the various rails.

There was also an added protection against the use of modchips.

Contents

- SCPH-101 Console
- Dual shock controller
- Stereo A/V cable
- AC power adaptor
- Printed materia

Model SCPH-102

The PAL SCPH-102 came whit the same features as the North American version.

The PSone incorporated a slightly modified version of the menu design previously used only on PAL consoles. The later revision (still designated as SCPH-10x, but with a different PM-41 main circuit board) was functionally identical, but reduced manufacturing cost by moving to more highly integrated chips.

Both the SCPH-101 and 102 came with variation on the package.

Contents

- SCPH-102 Console
- Dual shock controller
- Stereo A/V cable
- AC power adaptor
- Printed materia

Model SCPH-103

Model SCPH-103 was the Asian release on the PSone console.

On the PSone, instead of having a separate reset button, the user “resets” the console simply by turning it off and then on again (the power button also has the word “RESET” on it to reduce confusion by users reading a game manual referencing a reset button that is effectively nonexistent).

Contents

- SCPH-103 Console
- Dual shock controller
- Stereo A/V cable
- AC power adaptor
- Printed materia

10 MILLION MODEL EDITION

Release date (us) May, 1998
MSRP Not For Sale

This promotional item came in the models: SCPH-7000, SCPH-7001, and SCPH-7002. All in a Midnight Blue color.

The console was released to celebrate the 10 millionth PlayStation sold. It's been said that less than 100 of these were given out for each of the three regions; SCEA, SCEE, and SCEI.

Contents

- Limited edition console (midnight blue)
- Dual shock controller (midnight blue)
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc

notes
- Parallel port

Men in Black

Model SCPH-5552

The SCPH-5552 came with a very rare European black "Men In Black edition". The console was a promotional model with a black case and the film's logo on the CD lid. It is unclear how many of these are out in the wild, but suffice it to say that they are extremely difficult to find. Though, the are opinions that state that this version is a fake.

The console uses BIOS 3.0.

Contents

- SCPH-5552 Console
- unknown

Debugger Stations

The debugging consoles were generally in either blue or green cases, although there were some special production units (mostly intended for use as show demo units) that were grey, the same as the retail consoles. The debug units were designed to be as close as possible to retail consoles, so they only had 2MB of ram (the developer boards had 8MB) and had standard retail boot ROMs. The only real difference is that the CD controller was reprogrammed so that it would identify any disc that had a data track as being "licensed", rather than requiring the region code in the lead-in that was present on pressed PlayStation CDs. This was done to allow developers to burn games to CD-R for testing - a side effect of this was that most debug consoles would also boot discs from other regions (one notable exception being the later NTSC:J debugs, which only boot Japanese titles), although this was not officially supported - Sony made specific debug consoles for each region, and the TRC documents for each region required users to test their title on the correct debug stations.

Model DTL-H1000

The debugging station DTL-H1000 came in a blue paint finish and with a S-Video direct out.

The color on the Debugging Stations was not only aesthetic. The original blue Debugging Station (DTL-H1000, DTL-H1100) contained the hardware "Revision B", the same as the first PlayStations released outside Japan.

Contents

- DTL-H1000 Console
- SCPH-1010 Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port
- S-Video output

Model DTL-H1000H

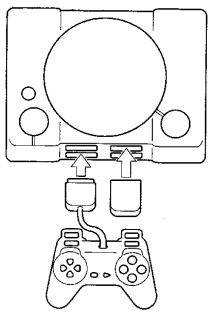
The DTL-H1000H came in the original grey colors and is concidered a more rare version of the DTL-H1000

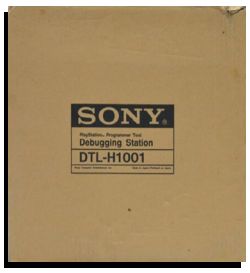
The first models (DTL-H1000, DTL-H1001, DTL-H1002) had a reputation for CD drive problems—the optical pickup sled was made of thermoplastic, and eventually developed wear spots that moved the laser into a position where it was no longer parallel with the CD surface—a modification was made that replaced the sled with a die-cast one with hard nylon inserts, which corrected the problem.

Contents

- DTL-H1000H Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port





Model DTL-H1001

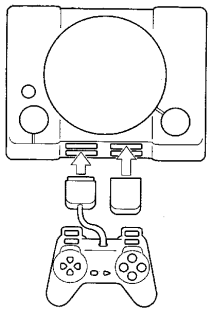
DTL-H1001 came in a blue finish and was the North American Debugging System. It came with BIOS 2.0 (07/05/95).

Designed for developers to debug and test pre-production game software - for non-programmer's, this console had the benefit of playing virtually any PS1 game.

Contents

- DTL-H1001 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port



Model DTL-H1001H

DTL-H1001H came in the original gray colors and was another North American Debugging System.

The Debugging Station can be connected to the developers PC via parallel and I/O interface cables to allow for direct game developing/play and further debugging options through Sony Debug software.

Contents

- DTL-H1001H Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H1002

The DTL-H1002 was the PAL counterpart to the North American DTL-H1000, and came in the same blue coat of paint. The model came with BIOS 2.0 (10/05/95).

Contents

- DTL-H1002 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H1100

Model DTL-H1100 was a Japanese release and came with BIOS 2.2 (06/03/96). The H110X version has external power supply. These units suffer from a weak transport, so FMV skipping was a problem.

Contents

- DTL-H1100 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H1101

DTL-H1101 was the North American version. It came with BIOS 2.1 (17/07/95) and also featured an external power supply.

Contents

- DTL-H1101 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H1102

Release date (eu) July 17, 1995

DTL-H1102 was the PAL version, and came with the same features as the DTL-H1101.

Contents

- DTL-H1102 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- CD-R copies
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H1200

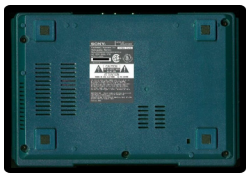
DTL-H120X was the last series of the Debugger Systems. It came in a green paint of coat and BIOS 2.2 (04/12/95). This series also came with Rev. C hardware, that began on PlayStation SCPH-5000.

As the other Debugging Systems, this unit plays any region Playstation disks (NTSC-U/C and J as well as PAL.)

Contents

- DTL-H1200 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- A/V Direct Out
- Parallel port
- Serial Port



Model DTL-H1201

DTL-H1201 is the North American version and came in the same color and BIOS 2.2.

Like all the Debugger Systems, this use a low-quality CD drive.

The Debugger Systems also had a larger amount of RAM - 4MB instead of 2MB standard PSX.

Contents

- DTL-H1201 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H1202

The Debugging Station DTL-H1202 is a development tool which verifies software developed for “PlayStation”. It allows users to read data from CD-R discs generated by the optional CD-ROM Generator DTL-S2035 as well as data from actual “PlayStation” CD-ROMs (black discs).

Contents

- DTL-H1202 Console
- Dual Shock2 controller
- Stereo A/V cable
- AC power cord
- AC power cord (UK)
- Printed materials

notes
- A/V Direct Out
- Parallel port
- Serial Port

Net Yaroze

wikipedia.com

The Net Yaroze is a development kit for the PlayStation video game console. It was a promotion by Sony Computer Entertainment to computer programming hobbyists in 1997. Yarōze means "Let's do it together!".

For about $750 USD, the Net Yaroze package would contain a special black-colored debugging PlayStation unit with documentation, software, and no regional lockout. The user provided a personal computer (IBM-PC or Macintosh; NEC PC-9801 was also supported in Japan) to write the computer code, compile it, and send the program to Sony PlayStation.

Sony Net Yaroze with software development kit.

While lacking regional lockout, the Net Yaroze console exists in three variations; one for Japan, one for North America and one for Europe/Australia. The Europe/Australia version boots in PAL mode, while the others boot in NTSC mode. There are further differences between the Japanese kit and the others; the manuals are in Japanese, the software for Japanese PCs is included, and the discs and access card sticker have different printing. The Japanese version is sometimes unofficially referred to as DTL-3000 rather than DTL-H3000.

The Net Yaroze was only available for purchase by mail order; but Sony also provided it to universities in the UK, France (EPITA) and Japan.

Included in the Net Yaroze kit was 2 PlayStation controllers with black matte texture, the usual cables, a Net Yaroze boot disc that came as a greenish PlayStation CD-ROM, a Net Yaroze software development disc that contained development tools for PC, an access card looking like a black memory card-like dongle, required for booting in remote-controlled mode, and a communications cable used to link the console and the computer over a serial communication.

The Net Yaroze lacks many of the features the official PlayStation Software Developers Kit provided, such as advanced hardware debugging, special software, certain libraries, and Sony's extensive technical support. Dedicated Usenet groups, with access restricted to Net Yaroze members, were maintained by Sony; homepage hosting was also provided. The access was restricted according to the kit's region of origin, which made collaboration between users in different territories impractical.

The Yaroze's primary RAM was the same as a standard grey PlayStation (2 megabytes). Game code, graphics, audio samples and run-time libraries were limited to fit in the 2 MB, as Sony did not allow Net Yaroze members to burn data to CD-ROM's to be booted and run on the console. This however, was not a problem for licensed developers who owned the official SDK. There are many commercial PlayStation titles that can be entirely RAM-resident, and have been developed with the Net Yaroze, while using the CD strictly to spool Red Book audio (CD-DA).

Many games made by hobbyists on the Net Yaroze were released on various demo discs that came along with the Official UK PlayStation Magazine from December 1997 up to March 2004. The last Official UK PlayStation Magazine issue, number 108, featured a compilation with many Net Yaroze games. A regular PlayStation disc, featuring a number of user-developed games, was produced by SCEE and sent to PAL zone Yaroze owners.

Some of these games were based on arcade classics such as Mr. Do and Puzzle Bobble, while others were illustrations of a novel concept. The Game Developer UK Competition, organized by Scottish Enterprise in collaboration with the Scottish Games Alliance, Sony and Edge in 1998, accepted Net Yaroze entries; the overall winner was Chris Chadwick for his game Blitter Boy: Operation Monster Mall. An updated version of Time Slip was later released for Xbox Live Arcade.

Net Yaroze had no direct successors on subsequent PlayStation platforms, but Sony's Linux for PlayStation 2 and YA-BASIC offered a similar feature to hobbyists and amateur developers on the PlayStation 2 console.

Model DTL-H3000

Release date (jp) May, 1996
MSRP ¥120,000

DTL-H3000 is the Japanese version of the Net Yaroze. The console came with CD tools, development manual, and a PC cable among other things.

The Net Yaroze came in Rev. B hardware. The biggest difference from the hobbyist development system and the Debugging System was that Net Yaroze could not play burned/copied games.

Contents

- DTL-H3000 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H3001

Release date (us) 1997
MSRP $750

DTL-H3001 is the North American version.

The Europe/Australia version boots in PAL mode, while the others boot in NTSC mode. There are further differences between the Japanese kit and the others; the manuals are in Japanese, the software for Japanese PCs is included, and the discs and access card sticker have different printing. The Japanese version is sometimes unofficially referred to as DTL-3000 rather than DTL-H3000.

Contents

- DTL-H3001 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- etc.

notes
- A/V Direct Out
- Parallel port
- Serial Port

Model DTL-H3002

Release date (eu) 1997
MSRP £549

DTL-H3002 was the PAL version of Net Yaroze.

The Net Yaroze was only available for purchase by mail order; but Sony also provided it to universities in the UK, France (EPITA) and Japan.

Many games made by hobbyists on the Net Yaroze were released on various demo discs that came along with the Official UK PlayStation Magazine (and other official PlayStation magazines around Europe) from December 1997 up to March 2004.

Contents

- Net Yaroze console (black)
- Controllers x 2 (black)
- AC power cord (in France, an AC adapter was included)
- AV cable
- European AV adapter
- Net Yaroze boot disc
- Net Yaroze software development disc
- Access Card, with sticker
- Communications Cable
- “Start Up Guide” manual
- “Library Reference” manual
- “User Guide” manual

Bundles

As with most successful game system releases, the Playstation also came with several different bundles. These bundles often included a single game, but some came with different accessories. Bundles were also manufactured by shop owners, including different games of the buyers own choosing, but those are not included here, as they just came more often than not, with a regular PlayStation system pack and a loose game.

I have tried to include every bundle i found, but there are bound to be more out there.

Ridge Racer Bundle

Sony updated the original offering by including Nacmo's Ridge Racer title. Ridge Racer was still in the long box format, and had a special "Not For Resale" variant, where the long box had no barcode and both CD and manual were labeled as such. This was the final version of the long box release before it went to the standard jewel case.

They also included the Developer's Demo CD with the PlayStation Picks CD. The Developer's Demo was originally a free bonus to those that pre-ordered the original system.

"game-rave.com"

Contents

- SCPH-1001 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc
- Developer's Demo
- Ridge Racer

notes
- Parallel port

Battle Arena Toshinden Bundle

Another pack-in version belongs with Toshinden. Released in the smaller jewel case version, it adheres to the same NFR rules as Ridge Racer. The only difference is that there's no Developer's Demo in this version.

Of note is the Toshinden box being bi-lingual. Both versions are listed as SCPH - 1001 / 94000.

"game-rave.com"

Contents

- SCPH-1001 Console
- Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc
- Battle Arena Toshinden

notes
- Parallel port

Spyro Bundle

Product nr. SCPH-102B

This Spyro bundle came with a Platinum copy of Spyro Year Of The Dragon. Unlike most other starter packs however, this one came with 2 contollers (one in the console and one on its own) and a memory card.

"defconsoft.co.uk"

Contents

- SCPH-102 Console
- Dual Shock Controller x2
- Stereo A/V cable
- AC power cord
- Printed materials
- Memory Card
- SCES02835
  Spyro Year of the Dragon

Value Pack

Release date (eu) 1998
Product nr. SCPH-5552

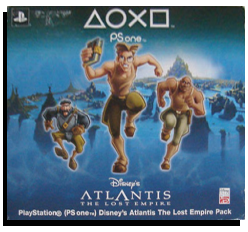
The PAL SCPH-5552 came as a "value pack", featuring a extra controller and a memory card. The PlayStation came with BIOS 3.0 (1997-01-06). The Value pack seemed to be an exercise in stock clearance before Dual Shock came in.

A limited Promo version of a SCPH-5552 featuring Men in Black artwork is belived to exist.

Contents

- Console
- Controller x2
- Stereo A/V cable
- AC power cord
- Printed materials
- Demo disc
- Memory Card

notes
- Parallel port
- Serial Port



Atlantis The Lost Empire Bundle

Product nr. SCPH-102 BA

This bundle contains the game, Atlantis the Lost Empire and a standard boxed PSOne console. The game itself comes in a standard jewel case as opposed to the classic fat PlayStation cases to allow it to fit into a standard PS One box. The box art is only a outer cardboard case with the standard grey PS One box inside.

Contents

- SCPH-102 Console
- Dual Shock Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Atlantis the Lost Empire

Harry Potter Bundle

Product nr. SCPH-102B

Taking advantage of the Harry Potter popularity, Sony packaged the PSOne console along with a Harry Potter game. The bundle came with a standard PSOne pack, inculding the game Harry Potter and the Philosophers Stone game, in standard CD Jewel case.

Contents

- SCPH-102 Console
- Dual Shock Controller
- Stereo A/V cable
- AC power cord
- Printed materials
- Harry Potter and the Philosophers Stone

LCD Screen Bundle

Release date (jp) December 22, 2001
MSRP (Open price)
Product nr. SCPH-140

This was a Japanese bundle that came with the regualr PSone pack and a Sony LCD screen. The screen was equipped with two 40mm × 28.5mm stereo speakers.

Users could play in the car by connencting the SCPH-170 car adapter to the car's cigarette lighter socket.

Contents

- Console
- Dual shock controller
- Stereo A/V cable
- AC power adaptor
- Printed materials
- PS one® LCD monitor

PSX

wikipedia.com

The PSX, also known as the PlayStation X, is a Sony digital video recorder with a fully integrated PlayStation 2 video game console. Since it was designed to be a general-purpose consumer video device, it was marketed by the main Sony Corporation instead of Sony Computer Entertainment. Its high cost resulted in poor sales, meaning that the PSX was never released outside Japan.

PSX on display at CEATEC 2003.

The device is a fully functional digital video recorder with an included Infrared remote control and S-Video, composite video, and RF inputs. It is able to tune analog VHF and CATV. It can also be linked with a PlayStation Portable to transfer videos and music via USB ports, and features software for non-linear video editing, image editing and audio editing. DVD+R support was to be introduced in a future update.

It was the first device to use Sony's XrossMediaBar (XMB) graphical user interface, which was later used on the PlayStation Portable, PlayStation 3, and 2008-era BRAVIA TVs.

The PSX fully supports both PlayStation and PlayStation 2 software by its slot-loading DVD drive, as the onboard EE+GS chip is a unification of the PS2's Emotion Engine and Graphics Synthesizer chips. Online game compatibility is available using the broadband connection; Games that use the PS2 HDD (such as Final Fantasy XI) are supported as well.

While the PSX is not supplied with any game controllers, there are two controller ports on the back of the device. Black or Ceramic White DualShock 2's with 4-meter long cables were sold separately, and standard DualShock and DualShock 2 controllers were also compatible. Two PlayStation memory card ports were on the front of the PSX, behind a panel cover.

Like the "regular" PlayStation 2 models, the PSX can be laid horizontally or stood vertically.

As well as PS1, the first PlayStation console came to be known colloquially by its provisional codename of PSX. This can cause some confusion as to which device is being referred to.

The white variant was released commercially, with a limited edition silver model made available in 2004.

Model DESR-5000

Release date	(jp) December 13, 2003
MSRP	¥79,800

DESR-5000, featuring a 160GB hard disk drive was released alongside the DESR-7000.

The 5000 series came with an embossed logo on top and grey stripe at the back.

The suggested retail price at the time was at the same level as the entry model of DVD recorder had, though that was without a HDD.

Contents

- DESR-5000 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- Remote Control
- 160GB HDD

notes

- BS In

DESR-7000

Release date (jp) December 13, 2003
MSRP ¥99,800

This was the initial release of the 7000 series that came with the bigger 250GB HDD. Other than that, they where usually the same as the 5000 series.

The 7000 series came with a coloured logo on top and black stripe at the back.

Contents

- DESR-5000 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- Remote Control
- 250GB HDD

notes
- BS In

DESR-5100

Release date (jp) July 1, 2004

No hardware changes was made on this release. The antenna of the distributor is now included.

After six months from it`s release the PSX won the monthly sales position of the DVD recorder. It is said to have helped the spread of HDD · DVD recorders.

A Silver model of DESR-5100 was also available in limited number.

Contents

- DESR-5100 Console
- Stereo A/V cable
- AC power cord
- Antenna
- Printed materials
- Remote Control
- 160GB HDD

notes
- BS In

Model DESR-7100

Release date (eu) July 1, 2004

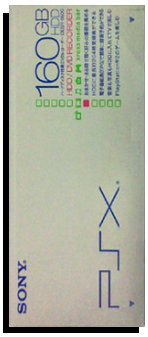
Like the 160GB version, this release featured no hardware changes.

Included in the content of most of these system, was the “BS” *(does not stand for “Bull-shit”)*, Broadcasting Satellite. BS satellites were used for Direct-To-Home television services in Japan. Japanese satellite television, which uses an analog format.

Contents

- DESR-7100 Console
- Stereo A/V cable
- AC power cord
- Antenna
- Printed materials
- Remote Control
- 250GB HDD

notes
- BS In



Model DESR-5500

Release date (jp) December 10, 2004
MSRP ¥70,000

Major software and hardware changed has been done on this release.

A new feature on the DESR-5500 was the "x- app" that stores the users preference and automatically record programs according to the users taste.

Contents

- DESR-5500 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- Remote Control
- 160GB HDD

notes
Front HDD Access light
VHF/UHF Out

Model DESR-7500

Release date (jp) December 10, 2004
MSRP ¥90,000

This releases differ some from the 160GB release with a few extras. The 7500 model added a Ghost Reduction Tuner to reduce the ghost-like effect caused by moving image. An analog BS tuner was also included in this model.

Contents

- DESR-7500 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- Remote Control
- 250GB HDD

notes
- BS In
- BS Out
- Front HDD Access light
- i.LINK port
- VHF/UHF Out

Model DESR-5700

Release date (jp) April 15, 2005

DESR-5700 and DESR-7700 was the final revision of the PSX and supported the PlayStation Portable. Users could convert recorded programs to a video format that could be played on the PlayStation Portable (MPEG-4 / AAC stereo).

Contents

- DESR-5700 Console
- Stereo A/V cable
- AC power cord
- Printed materials
- Remote Control
- 160GB HDD

notes
- 160GB HDD
- Front HDD Access light
- VHF/UHF Out
- PSP Compatible

Model DESR-7700

Release date (jp) April 15, 2005

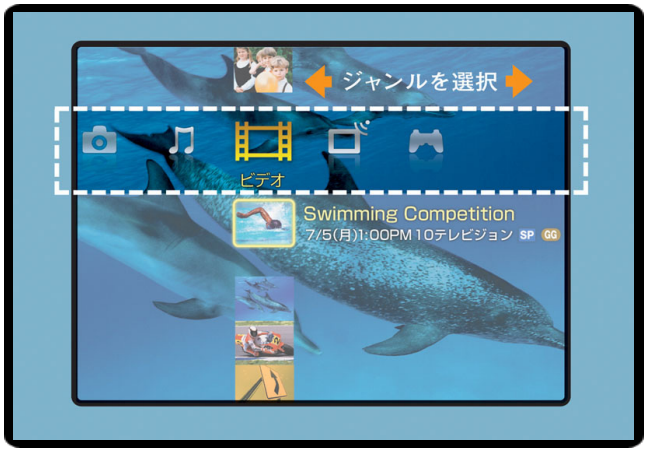
The DESR-7700 included every hardware feature seen on the PSX series. Also included is Hayami audio, a high-speed and high-quality GUI, and a CD-rom capable of reading and writing on DVD + RW / + R / DVD-RW / -R.

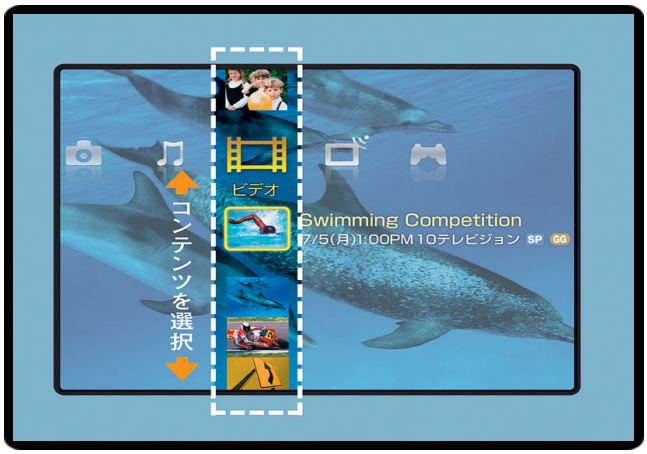
Contents

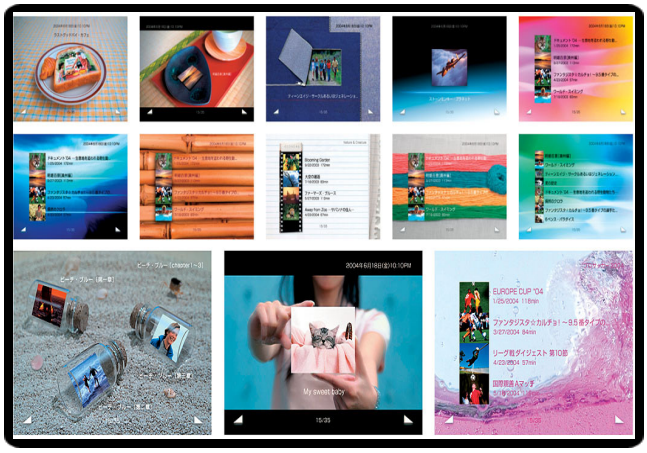
- DESR-7500 Console
- Remote Control
- 250GB HDD
- etc.

notes
- 250GB HDD
- BS In
- BS Out
- Front HDD Access light
- i.LINK port
- VHF/UHF Out
- PSP Compatible

The GUI for the PSX:





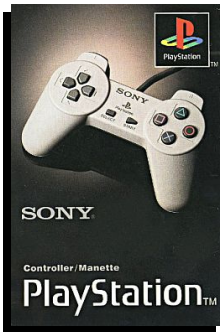


Controllers

These pages consist of different PlayStation controller, ranging from the basic D-pad controller to the weird pachinko controller. These controllers featured here are just a fraction of all the different controllers released for the system.

Third-party controllers like the Barracuda offer players added features like autofire capabilities, while specialized controllers provide enhanced gameplay experiences for certain game genres. Numerous racing wheel controllers are available for games like Gran Turismo, while joystick-based units like the Flight Stick can be used for space shooters and other flight-based games. A dance pad is also available for use with some of the PlayStation's many dance games. Players should shop around to find the best prices on items and choose compatible games and controller products to maximize their enjoyment of a PlayStation 1 console.

The controllers featured here goes from regular Sony controllers, more or less regular thrid party controllers, weird controllers, fighting sticks, weird or immersive controllers, mice *(haha)*, steering wheels, and light guns. In that order.



PlayStation Controller

Manufacturer	Sony
Type	Video game controller
Release date	December 3, 1994
Product nr.	SCPH-1010

The PlayStation Controller was the first gamepad released by Sony for its PlayStation console. Based on the basic button configuration established with Nintendo's Super NES Controller, the PlayStation Controller added a second pair of shoulder buttons for the middle fingers. Intended to update the gamepad for navigating 3D environments such as the ones PlayStation was designed to generate, the concept behind featuring shoulder buttons for both the index and middle fingers was to implement two-way directional depth controls using the two sets of buttons. To compensate for the less stable grip from shifting the middle fingers' placement to the shoulders, grip handles were added to the controller.

Dual Analog Controller

Manufacturer	Sony
Type	Video game controller
Release date	April 25, 1997
Product nr.	SCPH-1150 (Japan), SCPH-1180 (U.S.), SCPH-1180e (Europe)

The PlayStation Dual Analog Controller was Sony's first attempt at a handheld analog controller for the PlayStation, and the predecessor to the DualShock. It was released in Japan in April 1997, coincident with the Japanese releases of analog-capable titles Tobal 2 and Bushido Blade. Before its release in the United States, Sony decided that vibration feedback would be removed from the European and American versions of the controller. According to a Sony spokesperson, "We evaluated all the features and decided, for manufacturing reasons, that what was most important to gamers was the analog feature."

DualShock

Manufacturer	Sony
Type	Video game controller
Release date	November 20, 1997
Product nr.	SCPH-1200

The DualShock (trademarked as DUAL SHOCK) is a line of vibration-feedback gamepads by Sony for PlayStation consoles and devices. The DualShock was introduced in Japan in late 1997, and launched in the North American market in May 1998. First introduced as a secondary peripheral for the original PlayStation, a revised PlayStation version came with the controller and Sony subsequently phased out the digital controller that was originally included with the console, as well as the Sony Dual Analog Controller. As of June 2008, over 28 million controllers have been sold in the DualShock line (excluding bundled controllers).

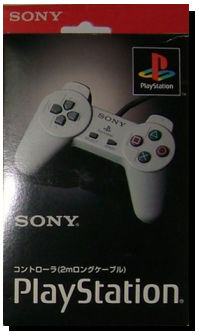
10 Million Model Controller

Manufacturer	Sony
Type	Video game controller
Release date	May, 1998
Product nr.	SCPH-1200E

The 10 Million Model controller was given away at the same time as the 10 Million Model Console. These, along with the system, are also extremely limited in number.

The 10 Million Model Controllers are Dual Shock and comes in a matching “Midnight Blue Silky Texture” color. The controller was apparently limited to 1000.

PlayStation Controller (SCPH-1080)



Manufacturer	Sony
Type	Video game controller
Release date	April 2, 1996
Product nr.	SCPH-1080

Sony released a revised version of the PlayStation Controller, featuring a longer cord with a ferrite bead. The controller are by far the most common PlayStation controller variation. The controller came in several different colors, including red, white, smoke black/clear, black and the standard gray, among others.

PlayStation Controller (Net Yaroze)

Manufacturer	Sony
Type	Video game controller
Product nr.	DTL-H3010 H

This controller is identical in size and shape to the SCPH-1080, but has a black matte finish, the same that characterizes the console.

PlayStation Controller (debugger version)

Manufacturer	Sony
Type	Video game controller
Product nr.	SCPH-1010

The original DTL-H2000 series of debugger PlayStations shipped with a custom controller. It is ‘aesthetically identical to a SCPH-1010 but instead of the standard connector, it uses a 9-pin D-sub.

Densha de Go! Mamekon

Manufacturer	Hori
Type	Video game controller
Release date	March 11, 1999
Product nr.	TCPP-20002

The Densha de Go! controller, developed for the numerous train simulators released in Japan, fits comfortably in the hand, and feels almost like a normal pad. The left lever can only be moved down and serves to accelerate the train. On the right side the controller have a disc that can be easily rotated with the thumb. In the center of the disk is the C key, for the horn on the train. Start and Select are in the same familiar places, just like the shoulder buttons, and there is only one per side. The cable is about 2 meters long.

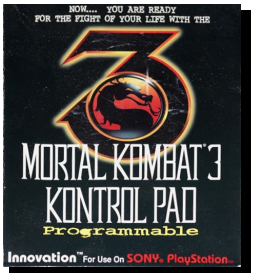
“cktg.blogspot.no”

Special Edition “W” Controller

Manufacturer Activision
Type Video game controller
Release date 1999

Activision released a special edition set of the game, including a controller in the shape of the characteristic Wu-Tang “W”. It featured all of the buttons of the original Playstation controller, but had neither the vibration capabilities nor the analog sticks of the DualShock. Due to its unique shape it was very difficult to use, making it more of a collector’s display piece than a functional control device.

Mortal Kombat 3 Kontrol Pad



Manufacturer Innovation
Type Video game controller

The Mortal Kombat 3 Kontrol pad, also available on megadrive and SNES, are suitable for games that require complex button combinations, so it is ideal for fighting games.

The controller came with a “Ram Card” which will store the players combinations and can be selected via the LCD screen of the controller.

Resident Evil Pad

Manufacturer ASCIIware
Type Video game controller
Product nr. SLEH-00011

The Resident Evil Controller were apparently developed specifically for use on Resident Evil, Resident Evil – Director’s Cut and Resident Evil 2. The controller includes unique ‘Gun Grip’ – trigger built into handle, a two-part directional pad, specially contoured, ergonomic design, a two metre long cable, and a special ‘Turbo’ shooting function.

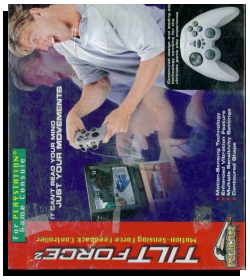
ALPS Interactive Gamepad

Manufacturer ALPS
Type Video game controller
Product nr. INT001

ALPS, most famous for making Alpine audio gear, keyboards for Apple, and touch-pads for Sony's Vaio notebooks, made their first and only pad for the PlaySation. It was designed to be smooth and ergonomic. It was released in the standard blue, shown here, as well as a premium-priced limited-edition red version available only through Electronics Boutique stores. A smaller version was also released. The lower half of the handles were rubber for better grip. Teardrop-shaped butons were smooth and close together for easy access. The four shoulder buttons and the D-pad were similarly smooth.

"www.nfgworld.com"

Tilt Force 2



Manufacturer Pelican Accessories
Type Video game controller
Release date 1999

The Tilt Force 2 was the first ever motion sensing game pad. Since the controller is corded, the controller also supports the force feedback function, commonly called vibration. It has the same button layout as the PlayStation controller, the DualShock 2, but with a different design. The controller comes with built-in sensitivity calibration, customizable positioning, an enhanced vibration feature, and analog joystick swapping.

Gamester Evolution Pad

Manufacturer Gamester
Type Video game controller
Release date 1999

Peripherals from Gamester came with a whole range of motion sensitive controllers based on the G-Force Tilt technology. The company used an accelerometer chip from Analog Devices and turned it into dedicated games controllers.

For the players who find the idea of waving their hands around in the air a little tiring, there's the Evolution Control Pad. This is a standard PlayStation pad with G-Force Tilt technology incorporated. The pad reacts to movement when tilted, so tilting the pad to the right moves the character right, tilting it up causes the car to accelerate, and so on.

Justin Pearse@zdnet.com

Docs Enhanced Controller

Manufacturer Docs
Type Video game controller

The Docs Enhanced Controller is a digital controller and does not feature any analog sticks, but it sport a much nicer D-pad, including turbo fire and an extra long eight foot cord. This controller is ideally suited for 2D action games such as Metal Slug or Megaman as well as fighting, racing, or any other game type that requires a top notch D-pad.

Docs also made wireless versions of this controller, and those seem to be far more common.

Satoshi Matrix@youtube.com

Interact Barracuda

Manufacturer Interact
Type Video game controller
Release date 1997
Product nr. SV-1122

Like the original X-Box controller, this thing is huge, which makes it perfect for older players. It also has great analog sticks. Instead of being ordinary analog sticks, it's built more like a tiny joystick, which allows for a more precise control. It also has a concave top, which helps (there are plenty of other analog sticks that offer that as well, though).

SunStaion Pad

Manufacturer SunSoft
Type Video game controller
Release release 1995
Product nr. SLPH-00004

SunStation Pad is a multi function control pad with program functions. Players simply push one button to use a recorded special attack. Many preset commands are also included. Rapid-Fire function that repeatedly execute a command at high speed: 5, 20, or 30 times a second. And a slow function that automatically cycles between pause and start to slow down game play (in games that can be paused with the Start Button.)

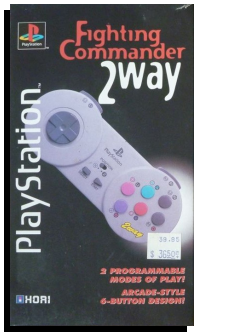
Hori Mini

Manufacturer Hori
Type Video game controller
Release date 2000
Product nr. HPS-111

The Hori Pocket Controller, is about half the size of the normal Dual Shock, or as big as a GameBoy Micro. Noteworthy features include the D-pad as a one-piece, instead of the broken up D-pad from the original controller. And the shoulder buttons are arranged in a horizontal fashion. The cord are rather small, approximately three feet long, something that is typical of Japanese controllers.

Available in pink, blue, and light gray colors. The Hori Mini also came as an anlog version, with tiny analog sticks.

Satoshi Matrix@youtube.com



2way Hori Fighting Commander Pad

Manufacturer Hori
Type Video game controller
Product nr. HPS-08A

The Hori Fighting Commander 2Way Controller for the PlayStation is similar in feel to the official SNES pad, except with the added advantage of 6 face buttons, making it ideal for fighting games. The controller feature two programmable modes of play.

The back of the box recommend games like Darkstalkers, X-Men and Street Fighter: The Movie for play with this controller.

Hori Separate Controller

Manufacturer Hori
Type Video game controller
Product nr. HP2-86 (clear black) HP2-104 (clear blue)

The Hori's Separate Controller is basically a controller that can be split into two separate halves and used in three different ways: Traditional, separated or one-handed. When playing with both halves, a wire is connected from one halves to the other. When using only one halves as a single controller players use a switch to change the single analog stick from the left and right stick and the D-pad. A second set of L1 and L2 are placed as smaller buttons at the bottom of the controller.

The controller is PSone and PS2 compatible. The controller came in translucent black and blue colors, both with different product number.

Sharkie's Gaming Controllers@youtube.com

Hori Fighting Commander 10B Pad

Manufacturer Hori
Type Video game controller
Product nr. SLPH-00012

The hori fighting commander 10b controller has turbo for each individual button. The controller is ideal for shooters and fighting games with a layout of buttons bringing it closer to the Saturn and Neo Geo style. The face buttons include the two shoulder buttons, L1 and R1. Also featured is a slow function.

Colors came in both black and grey.

Dragon Quest Slime Controller

Manufacturer Hori
Type Video game controller
Release date 2005
Product nr. HP2-158

Square Enix released a item to go along with Dragon Quest 8 in 2005, which is in the unforgettable slime shape popularized by the DragonQuest series of role-playing games. Supporting Dual Shock 2, the controller also has a wind-up cable, meaning the slime can be displayed as a sort of trophy while not in use. In fact, Hori has included a display stand just for this purpose.

A Metal Slime Controller was also released, though only in Japan.

ProgramPad

Manufacturer Interact
Type Video game controller
Product nr. SLUH-00031

The ProgramPad feature up to ten easily programmable fire buttons, programmable digital direction control, non-volatile memory for storing custom settings, slow motion and auto-fire. The control comes with programmable digital direction control (raised circular directional pad), extra-long eight foot cord, larger grip handles, and program button with LED in an transparent casing.

Optec Super Pro Commander

Manufacturer Optec
Type Video game controller
Product nr. SLPH-00010

Optec's SS Pro Commander, also released for Sega Saturn, has an ergonomic design with a LCD screen and a set of buttons used for programming button combinations, which can be stored on small cartridges. The special buttons on the face of the joy-pad are: SLOW, PLAY, EDIT, TEACH, STEP, TIME, COPY, DEL which means that gamers can pull of moves, store them, and then replay them ad infinitum.

The small memory card to be used in conjunction with the Optec produced SS Pro Commander joypad.

Optec Wireless Dual Shot

Manufacturer Optec
Type Video game controller
Product nr. SLPH-00036

The Optec Wireless Dual Shot comes in pair with a Wireless RF Unit that plugs into the controller slots, and as indicated by its name, the controllers are wireless. The controller feature no analog sticks, but a player select button and a turbo function.

ASCII Pad FT2

Manufacturer ASCIIware
Type Video game controller
Product nr. ASC-0524C, ASC-0527V, ASC-0526V

The ASCII Pad FT2 is a great controller for any fighting game aficionado. The "FT" stands for "Fighting Type". Featuring the classic 6 face button layout and a solid directional pad, it may give players an advantage by purchasing this controller. It offers no turbo functions.

The controller came in different limited editions, including a black SNK Edition and a pink Capcom Edition. The models differ only in color, but includes Capcom or SNK Pro Charaters cards

The controller is compatible with both the PlayStation and PlayStation 2.

ASCII Pad V

Manufacturer ASCIIware
Type Video game controller
Product nr. SLPH-00005

The ASCII Pad V does not feature dual analog sticks, but twin speed auto fire settings for every face buttons and shoulder buttons. It may not be ideal for some players when playing fighting games, but it is suitable for shooter games, featuring a solid D-pad. The controller may be too big for some players. The controller comes with the usual slow function.

Lord Karnage@youtube.com

ASCII Pad V Pro

Manufacturer ASCIIware
Type Video game controller
Release date 1998
Product nr. SLPH-00065

The ASCII Pad V Pro feature an LCD screen and allows for programming of combinations of button presses to hotkeys in addition to the usual turbo and slow motion capabilities. It comes with a solid directional pad.

The program pad can save time by consistently executing difficult input sequences, precision mashing, establish and reproduce accurate spacing, and test every possible permutation of a given sequence to prove with a high degree of certainty that it doesn't work.

ASCII Pad V Jr.

Manufacturer ASCIIware
Type Video game controller
Product nr. SLPH-00038

The ASCII Pad V Jr. was merely a PlayStation replacement controller manufactured by ASCII. It offers no turbo functions or dual analog sticks, but has a solid directional pad.

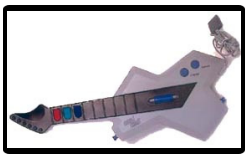
Sphere 360

Manufacturer	ASCIIware
Type	Video game controller
Release date	1998
Product nr.	SLUH-00028

The Sphere 360 let players turn, push, pull, and rotate a rubber ball to get every imaginable 3D motion in their games. Agetec's Ascii Sphere 360 for the Playstation was released in 1998 and was ahead of its time in some ways, but in others it was lacking. Many players felt that the learning curve would not pay off in better performance over a regular controller though, so they stayed away from it. It also didn't help that the controller had no vibration feedback and only had analog support in games that were specially made for it. Certain games, like Descent and Forsaken, really benefitted from the Ascii Sphere if players could get acclimated.

"nerdko.com"

Guitar Freaks Guitar



Manufacturer	Konami
Type	Video game controller
Release date	1998
Product nr.	RU-018

GuitarFreaks is a music video game series produced by Konami. It is a rhythm game where the player use a controller to simulate the playing of an electric guitar.

The game is played using a controller designed to imitate the shape of an electric guitar, most like the Fender Jazzmaster or Fender Mustang. The neck houses three buttons, colored red, green, and blue. On the main face of the guitar, a pick lever is used to alter the sound produced by the game, such as adding Chorus/Delay effects.

NeGcon

Manufacturer	Namco
Type	Video game controller
Release date	1995
Product nr.	SLPH-00001

The neGcon was an unusual design in that the left and right halves of the controller were connected by a swivel joint and thus the halves could be twisted relative to each other. The full extent of this twist was available to the console as an analogue measurement.

The design of the neGcon, while initially seeming very unwieldy, was in fact very good for racing games. The analogue I and II buttons were typically used as the accelerator and brake, and the swivel in the middle was used as steering input.

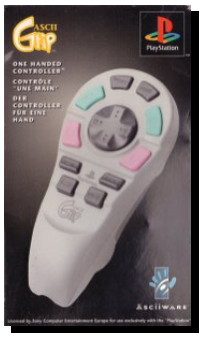
Super Robot Wars Controller

Manufacturer Hori
Type Video game controller
Release date 2003
Product nr. HP2-62

HORI's SRWC controller is suitable for left handed gamers unable to use their right hand to play. The buttons L1, L2, R1 and R2 are mounted sideways within the central gap.

It is PlayStation and PlayStation 2 compatible. With additional controller adapters, this controller can be used with other consoles such as PS3, PS4, Xbox 360 and Xbox One. Colours came in black and silver.

ASCII Grip



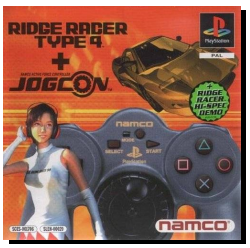
Manufacturer ASCIIware
Type Video game controller
Release date 1997
Product nr. SLEH-00008

The ASCII Grip is a one handed controller for the original PlayStation. The controller is designed for use with one hand, suitable for both the left and right hand. On the center is the D-pad, at the top are the select and the start button. On the sides of the D-pad are two sets of the face buttons X and triangle. The □ and O are on the back of the controller. On the bottom of the controller are the shoulder buttons.

This works with some PlayStation 2 games too, but not those that require use of the analogue sticks. With additional controller adapters, this controller can be used with PCs and older gaming systems.

youtube.com@Sharkie's Gaming Controllers

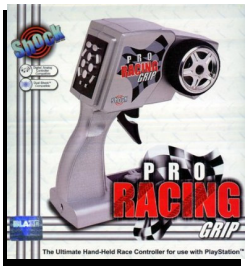
Jogcon



Manufacturer Namco
Type Video game controller
Release date 1998

Originally released in 1998 as part of a special edition package with Namco's R4: Ridge Racer Type 4 videogame, it was designed to combine the function of a steering wheel controller, while maintaining the size of a standard PlayStation controller. This is accomplished by a dial approximately 3 inches in diameter in the center of the controller (almost at the same location as the DualShock analog sticks). The dial was the first force feedback steering wheel available on the PlayStation. Its name was derived from the action of "jogging" a dial like those found on some VCRs and the action of putting this on a controller.

Blaze Pro Racing Grip Controller



Manufacturer Blaze
Type Video game controller

The Blaze Pro Racing Grip Controller is digital analog and Dual Shock compatible. The controller is styled after the typical RC racing controller with a base for players to use it on a table, or just hold it in the air. This racing controller feature two "wheels", for both left and right hand use. The controller have two triggers, one long for acceleration and another smaller for the brakes. On the bottom at the stand it features a standard D-pad. On the back on the controller, all the buttons are featured, including shoulder buttons, etc., with a swith for digital and analog, and dualschock and negcon mode.

Sharkie's Gaming Controllers@youtube.com

Blaze Scarab

Manufacturer Blaze
Type Video game controller

The Blaze Scarab is a controller with a folding design for players to take the controller with them. To unfold it, the users just drag the bottom till it clicks into place. The D-pad, called a "3D floating pad", looks like a analog stick with micro switches. In the center of the controller are the select, analog, and start button. The shoulder and face button lay on their usual place. The analog sticks are slim and close together.

The controller is a little on the smaller size, and may cause some discomfort for older players with bigger hands.

Sharkie's Gaming Controllers@youtube.com

Pro-Shock Arcade

Manufacturer Blaze
Type Video game controller

The Pro Shock Arcade is a digital arcade stick. As one would expect, an analog controller would give better precision. However, arcade sticks are rarely about precision, but instead are for games that focus more on button slapping mayhem.

The controller is compatible with D-Shock Joypad. Built in vibration function. Built in separate auto-fire function. Built in slow motion function. Mini Design. And a 6.7" cord. The controllers came in a large range of different colors.

A similar controller was released by Interact.

Konami Hyperstick

Manufacturer Konami
Type Video game controller
Release date June 28, 1996
Product nr. SLPH-00019

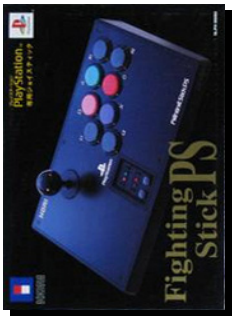
The Konami Hyperstick is a high quality 8-button joystick for the PlayStation featuring great styling and a compact, weighty case. The stick is full Seimitsu, like some Sega Virtua Sticks.

Hypersticks are also highly moddable, with standard 30mm button holes and drop-in mounting for a Seimitsu LS-56, LS-55 or LS-33.

It has recently seen a massive surge in demand, - causing the value to skyrocket. It was also never released overseas

NRX@lovestick.tumblr.com

Hori Fighting Stick PS



Manufacturer Hori
Type Video game controller
Product nr. SLPH-00002

Arcade Style Joystick made by Hori, in some opinions the best joystick manufacturers in the world. This is a tough, solid arcade style joypad, designed to sit on a flat surface, with all the buttons re-positioned on top of the Joypad. A great controller for beat-em-up games like Tekken, players can vent their anger on the control pad as they are very durable.

"consolepassion.co.uk"

ASCII Fighter Stick V

Manufacturer ASCIIware
Type Video game controller
Product nr. SLPH-00003

The ASCII Fighter Stick V is a great controller for fighting games and comes with the same grey color and size as the original PlayStation. The joystick has the clicking microswitches. The button setup have the standard face buttons flanked with the shoulder buttons on each side. The small switches on top are turbo functions where players can assign the function to individual buttons. A slow motion function is also included, which is just a turbo version of the start button.

The controller does also function with the PlayStation 2.

ASCII Arcade Stick V2

Manufacturer ASCIIware
Type Video game controller
Release date 1997
Product nr. SLEH-00009, SLPH-00061

The ASCII Arcade Stick is similar to the older ASCII Fighting Stick but are missing the fancy features, like auto fire and slow-mo. The controller feature a 360° stick with microswitch technology that offer precision and control. It has a solid base and inclined surface.

The controller require an external 3.3 volts of power.

Spital Sangyo Programmable Joystick

Manufacturer Spital Sangyo
Type Video game controller
Release date 1995
Product nr. SLPH-00008

The Spital Sangyo Programmable Joystick is a arcade style controller best suited for fighting games. The controller feature programmable buttons and includes a set of stickers to identify the function assigned to each button.

The joystick was released in 1995. The company quickly discontinued manufacturing of the arcade stick after it's release. Some say it may probably be the rarest arcade stick for the PlayStation.

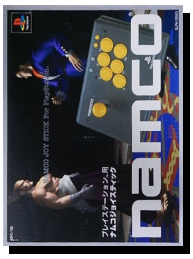
PlayStation Analog Joystick

Manufacturer Sony
Type Video game controller
Release date April, 1996
Product nr. SCPH-1110

The PlayStation Analog Joystick is Sony's first analog controller for the PlayStation, and is the precursor to the PlayStation Dual Analog Controller. It is often incorrectly referred to as the "Sony Flightstick" (not to be confused with the Flightstick line of joysticks for PlayStation consoles by third-party peripheral manufacturer Hori).

The Analog Joystick used potentiometer technology previously introduced on consoles such as the Vectrex; instead of relying on binary eight-way switches, the controller can detect minute angular changes through the entire range of motion.

Namco Arcade Stick



Manufacturer Namco
Type Video game controller
Release date 1996
Product nr. SLEH-0004

The Arcade Stick functions similar towards the layout of a generic arcade stick found on an arcade game machine. It also features very similar components, manufactured by Hori. It is compatible with the original PlayStation control pad protocol, therefore it can be used with many games for PlayStation and PlayStation 2. Namco PlayStation games such as Tekken or Soul Edge/Blade are labelled as compatible with the peripheral. It is also compatible with the PlayStation 3 upon use of a PS2 to PC USB adapter. Functionality was expanded on the PlayStation 3 upon the 2.0 firmware update. It is fully compatible with PlayStation 3 fighting games such as Ultimate Marvel vs. Capcom 3, Tekken Tag Tournament 2 and Super Street Fighter IV.

GAMEbike

Manufacturer Cateye
Type Video game controller

GAMEbike is an interactive fitness bike that requires the user to exercise in order to play their video games. The user must pedal the bike in order for the character to accelerate and must turn the handlebars to steer. The Game Bike allows users to control the character in their game while getting exercise.

GAMEbike is the name of an interactive fitness device first invented and patented by Edward H. (Ted) Parks, M.D. in 2000. Dr. Parks sold the rights to his patent to Cateye Co Ltd, a Japanese company with expertise in electronic bicycle accessories, such as bike lights and speedometers.

The Game Bike was a popular product within the school and YMCA markets. Thousands of bikes were sold since the start of 2003.

Mini Dance-Mat

Type Video game controller
Product nr. D.D.R 108

The Mini Dance-Mat is a hand sized Dance Mat controller for the PlayStation so players can play DDR games with their fingers instead of having to use a dance mat.

The top row buttons feature all the shoulder buttons with select and start. At the center are the D-pad buttons and the face buttons

With specific additional controller adapters, this controller can be used with PCs and older games machines. LEDs light up when pressing the direction buttons.

Sharkie's Gaming Controllers@youtube.com

Metal DDR With Handle

Type Video game controller

Metal DDR with handle give the feeling of the arcade conterpart. The controller can handle player weight up to 300lbs, has touch sensitive technology, excellent response from buttons, no noise level, and no noise when jumping on arrows. Players can even wear shoes on when they play.

The entire platform frame is metal, and will probably never break. Weights about 38 lbs, Dimensions: 33.0 inches x 37 inches 1.5 inches. Pre assembled by 9-pieces of all metal bricks, arrows are made of hard acrylic plastic, all sides and middle are reinforced with chrome metal plates and brackets. Power is taken directly from the PSX/PSX2.

Several different DDR controllers where released for both the PlayStation and PS2.

ASCII Tsuricon Fishing Controller

Manufacturer ASCII
Type Video game controller
Product nr. SLPH-00100

The ‘Hanging’ Fishing Controller is designed specially for fishing games. The controller features a rod-and-reel-inspired design as well as internal vibration feedback motors that simulate the nibbles, strikes and pull of real fish. Also, built-in Motion Sensors react to upward, downward, and lateral movement of the controller. With the flick of the wrist, players can cast their bait or set their hook.

Happy Diet Stepper

Manufacturer Twilight Express
Type Video game controller

Happy Diet Stepper by “Twilight Express” connects to the system and interfaces with three games, Happy Diet!, Tonde Tonde Diet, and Happy Jogging in Hawaii. The controller came in both blue and orange color. The controller has a sturdy steel frame and weighs quite a bit.

Today the controller is rare, and buyers should expect to pay from 250 to 500$.

Densha de Go! Controller

Publisher	Taito
Type	Video game controller
Release date	December 18, 1997
Product nr.	SLPH-00051

The official Densha de Go! controller; an essential item in order to enjoy the game to the full. It consists of a switch on the left that goes up and down, and it controls the train's speed, all five of its drive speeds, and Neutral. The handle on the right controls the breaking speeds 1–8, Emergency brake, and doors opening. Between these two levers is a depression in which that the player can place a pocket watch or stop watch (not included but designed to look more realistic) to keep the time as they drive.

The controller was also released for both Sega Saturn and Sega Dreamcast, as well as the PS2.

Densha de Go! Single Handle

Manufacturer	Taito
Type	Video game controller
Release date	1998
Product nr.	TCPP-20001

Players can maintain their train with this one handed conductor's controller. Special train input device puts the reins of the locomotive firmly in the players mastery. This new design was originally introduced along with Taito's release of Densha de Go! 2 on the Playstation.

Note that this controller was designed for use with the PlayStation 1 Densha de Go! games only. When Taito developed the PS2 versions of Densha de Go!, they opted to map the train brakes to the R-Analog stick on the Dual Shock 2 and this function is not available on the PS1 controllers.

Power Shovel no Nirou!! Controller

Manufacturer	Taito
Type	Video game controller
Product nr.	TCPP-20006

The Power Shovel, known as Power Diggerz in Europe, came with it`s own controller, allowing players to get a real feel for being a digger operator.

Players must prove themself the king of Komatsu or the top-cat of Tonka in being able to operate this deluxe and solid controller that commands a hefty price in its homeland.

The controller is also compatible with PlayStation 2

Pachi-Slot Controller

Manufacturer Nsyscom
Type Video game controller
Release date June 7, 2001
Product nr. SLPH-00098

The Pachi-Slot Controller is a controller designed for pachinko games. Buttons on the controller reads; Max Bet, 1 Bet, Credit, Insert Medal, along with a pachinko spring handle to shot the pachinko balls on to the board.

Since the controller just maps the buttons and d-pad of the standard PlayStation control pad, it is compatible with the myriad of pachinko games released on the PlayStation back in the day.

Sankyo N·Asuka

Manufacturer Sankyo
Type Video game controller
Release date June 2, 1995
Product nr. SLPH-00007

The Sankyo N·Asuka is a controller designed for the numerous pachinko games released for the PlayStation. Players rotate the handle clockwise gradually to get the strength to shoot out the ball. Pressing the stop switch, regardless of the amount of rotation of the steering wheel, will stop the launch of the ball.

The Glove

Manufacturer Reality Quest
Type Video game controller
Release date 1998
Product nr. SLUH-00045

Eight years after the Nintendo Power Glove made a mockery out of motion-control, along came Reality Quest and their creatively named “The Glove” peripheral for the original PlayStation. Covered in confusing buttons but boasting full-on analog motion-control, it failed to resonate with gamers, partly because they were just coming to grips with the excellent PlayStation controller.

The Glove features three modes of operation: Digital (normal), Simulated Analog, and True Analog

“nintendoworlds.com”

Classic TrackBall

Manufacturer Nyko
Type Video game controller

Nyko`s Classic TrackBall is what the name implies, a classic trackball controller. Players can rest their fingers or palm on top of the ball for making slow, minor adjustments, or “slap” it, just like on the old arcade machines, to quickly move the pointer across the screen.

The controller features: Age-proven design - actually a cast from the original Atari TrakBall. Simple control scheme, whit left and right buttons located on both sides of TrackBall for right- and left-handed gamers. Turbo fire feature. And a 4, 5” cord.

“psillustrated.com”

Sony PlayStation Mouse

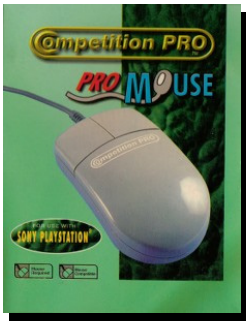
Manufacturer Sony
Type Video game controller
Release date December 3, 1994
Product nr. SCPH-1090

The PlayStation Mouse is an input device for the PlayStation console that allows the player to use a mouse as a method of control in compatible games.

The mouse itself is a simple two-button ball mouse that plugs directly into the PlayStation controller port without adapters or conversions and is a fully supported Sony accessory. It was packaged along with a mouse mat bearing the PlayStation logo.

The mouse was mainly of use to point and click adventures and other mouse-driven games to control the cursor. In later years, first-person shooters also made use of the peripheral to aim the player’s view in the same manner as similar games on the PC.

Pro Mouse



Manufacturer Competition Pro
Type Video game controller

The Pro Mouse is nothing more than a cheap alternative to the Sony brand mouse, featuring the same mode of opto-mechanical mouse controls (scroll ball).

This mouse can be used with loads of games, most notable, the different point and click games such as Broken Sword as well as FPS games such as Quake 2.

Top Drive GTO

Manufacturer Logic3
Type Steering Wheel
Product nr. PS-435

The TopDrive is a small little wheel that probably the players whole hand can cover, it's compact and light. The wheel feature NegCon and JogCon support. Much like its bigger counterpart the TopDrive Roadster, TopDrive GTO also has a mode button which increases sensitivity slightly.

The TopDrive GTO has a very good shock feature in it. The rumble is tough, with games like Need For Speed 4 and Test Drive 6 the shock works remarkably, but with GT2, it doesn't give much.

"psxextreme.com"

Dual Force

Manufacturer Mad Catz
Type Steering Wheel

The Dual Force Racing Wheel from Mad Catz came with analog and digital steering wheel and foot pedals for the PlayStation. The wheel feature three modes, a gear shift, and built-in vibration function compatible vibration motors.

The device is endorsed by Mario Andretti, a retired Italian American world champion racing driver, one of the most successful Americans in the history of the sport.

Pro Racer 2

Manufacturer Gamester
Type Steering Wheel

Pro Racer 2 Dual Force 2 Handheld Steering Wheel originally released for the PS2 is also compatible with the original PlayStation. The wheel is not gyro controlled, but is turned by pulling the handle on left side.

The racing wheel controller unfortunately has some dead-zone issues that may make it a bit tricky to adapt to. Like the knob steering controllers of the past, it allowed for only one hand to access buttons on the controller which falls short of the high bar the NeGcon set many years before.

Optec Cockpit

Manufacturer Optec
Type Steering Wheel
Product nr. SLPH-00024

The Optec Cockpit, designed for flight simulations and motocross games in mind, has a adjustable handle for easy storage. The face buttons are laid out on the right side with a D-pad on the left. The controller also comes with foot pedals.

Act Labs RS

Manufacturer Act Labs
Type Steering Wheel

The RS Steering Wheels racing-style shift up/down paddles behind steering wheel and well-designed foot pedal cluster allow comfortable, realistic control. This controller`s pedal cluster is heavier than the norm, keeping them put as users brake, accelerate, and remove their foot. The same weight which makes this unit sturdy also limits its portability. The RS is best used mainly in one location, and requires a suitable flat surface to setup on.

Included is a cartridge feature that makes the Force RS multi-platform.

"psillustrated.com"

Sportster Racing Wheel

Manufacturer Pelican
Type Steering Wheel

Usually a steering wheel will come with pedals to control acceleration and braking. Pelican`s Sportster Racing Wheel doesn`t use pedals, but instead has paddles (Formula 1 style) behind the wheel.

The unique gas and brake "paddle system" may sound a bit odd at first, but - in practice - it actually works pretty well. At the very least, it prevents users from having to deal with a lightweight, plastic pedal cluster that springs away from them the first time they lift your foot off of it.

"psillustrated.com"

GunCon

Manufacturer Namco
Type Light-gun
Release date December 3, 1994
Product nr. NPC-103

The Guncon (often styled "GunCon", a portmanteau of "Gun Controller"), known as the G-Con in Europe, is a family of gun peripherals designed by Namco for the PlayStation consoles. The original controllers used traditional light gun technology, while newer controllers use LED tracking technology. The first Guncon was bundled with the PlayStation conversion of Time Crisis. A second version of the Guncon, known as the Guncon 2, was bundled with the PlayStation 2 conversion of Time Crisis II and Time Crisis 3. The controller was released in black in Japan, and gray (and eventually, in orange) in Europe and North America with a few games supporting it.

Predator Light Gun

Manufacturer Logic3
Type Light-gun
Product nr. JT400

The Predator is a light gun produced by third-party peripherals manufacturer Logic 3 for various video game consoles, beginning with the PlayStation. It is compatible with G-Con games. The light gun come with auto-reload and auto fire buttons - this gun can also be used with the Sega Saturn.

The Lawgiver prop used in the Judge Dredd film bears a striking resemblance to the original Predator design. Later versions of the light gun have moved away from this design.

XK21 Light Gun

Manufacturer 4 Gamers
Type Light-gun
Product nr. SPC210

The XK21 from UK based 4 Gamers features Guncon 2, Guncon and normal modes to ensure compatibility with all light gun games, including Die Hard Trilogy, Die Hard Trilogy 2, Time Crisis, Time Crisis 2 and other NAMCO compatible games and Resident Evil Survivor.

The light gun also features USB and Game Port connections and comes complete with a gun stand. And feature recoil action, auto fire and auto reload, machine gun mode.

Erazer MP5

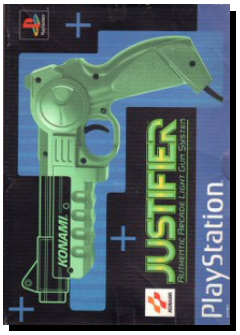
Producer Blaze (eu), Gametech (jp)
Type Light-gun

The Erazer MP5, known as the Erazer Gun in Japan, is a light gun compatible with both the Sega Saturn and PlayStation. Its origins are currently unknown, however it was distributed by Blaze in Europe and Gametech in Japan. As the name implies, the Erazer MP5 is modeled after the Heckler and Koch MP5 submachine gun.

Two versions of the Erazer are known to exist, one in black, and one with a green/brown camouflage texture. The light-gun also features serious machinegun recoil feedback (requires four AA batteries)

"segaretro.org"

Konami Hyper Blaster



Manufacturer Konami
Type Light-gun
Release date December 29, 1995
Product nr. SLPH-00014, SLEH-00005, SLUH-00017

The very first light gun available for the PlayStation, released in tandem with Sony's Horned Owl (1995). A great accessory, but sadly not as accurate as one would like. It was later dropped in favour of the superior Namco Guncon [SLPH-00034].

The controller came in different colors, including green and black.

Scorpion

Manufacturer X-Gear
Type Light-gun

The Scorpion has excellent control with a surprisingly realistic weight. The aim seems to be very good without calibration. It should be noted that the gun actually responded better without the GunCon adapter used. The response of the X-Gear Scorpion was amazing, working astonishingly well at quite ridiculous angles- at more than 45 degrees from center, the gun finally had some trouble shooting at targets that were beyond the center of the screen.

Features include: Jolt Action feedback (when shooting). Standard/Namco compatible (switch selectable). Auto Reload. Auto Fire. And a 6.4" cord.

"psillustrated.com"

Accessories

These pages consist of different hardware accesories for the PlayStation, going from memory cards to floppy disk drive. Since the success of the PlayStation, it came with countless accessories from both Sony and thrid party developers.

Featured here are just a microscopic fraction from all the different accessories released for the system. I have tried to include the more popular along with the more unusual or unknown of the accessories.

Waka Upscaler

Manufacturer	Waka
Type	Accessory
Release date	July 5, 1996
Product nr.	SLPH-00016

Waka did officially license their scan converter for use with the Sony Playstation, in result the Waka is carrying an offcial Playstation hardware descriptor. The Waka may be the only upscan converter to be officially released for use with any of the major videogame systems. Waka's upscan converter uses the Playstation's RGB signal to create a sharp, colorful, vibrant and overall quite pleasing VGA signal. These days the Waka is relatively rare. Expect to pay around EUR 100 for a Waka upscan converter in nice condition.

"retrogaming.hazard-city.de"

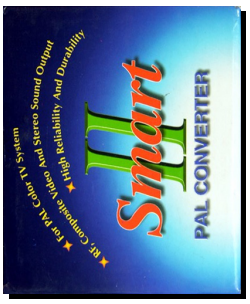
Cooling Station

Manufacturer	Nuby
Type	Accessory

The "Cooling Station" from Nuby, a company known for their console controllers and memory cards, features the matching grey color and size of the PlayStation so it doesn't stand out, drawers for up 10 memory cards, stereo speakers, a headphone jack, and a reletively fair price tag at an MSRP of $29.99. It should be mentioned that most PlayStations don't have this overheating problem, and won't need this device. The PlayStation is placed on top of it, and fit perfectly. The fan that continually breathed fresh air directly to the bottom of the console, where it vents.

"quake2.com"

Smart II PAL Converter



Type Accessory

The third party Sony PlayStation Smart II PAL Converter convert the PlayStation signal from NTSC to PAL 60Hz - Works on TV's which support PAL 60Hz or TV with V-hold switch. Used for playing imports on European Tvs.

Reality Vest

Manufacturer Nuby
Type Accessory
Release date 1998

This is a weird game enhancer meant to give the player a more intense feedback experience. No real learning curve is needed for this device. However, the Reality Vest does require a little time for adjusting the fit of the straps before playing. (And the straps are VERY adjustable; truly a "one-size fits most.") The Vest uses four AA batteries to power its feedback units (six in all), and has a pass-thru connection for the controller. The Reality Vest`s feedback is unique, sending a "wave" of vibrations across ones torso. Instead of a solid hit, the vest provides more of a longer effect, as the pulses work their way across the body. While this is a different sensation than Dual Shock controllers, it gives a more enveloping feeling to the game.

Wrist Rumbler

Manufacturer Mad Catz
Type Video game controller accessories

Before Sony introduced the Dual Shock, Mad Catz came up with the Wrist Rumbler. It basically does the job of Dual Shock on non Dual Shock controllers, except the rumble comes through ones wrist. The Wrist Rumbler lights up when activated.

The Rumbler uses two AAA batteries to power its feedback motor... and has a pass-through connection for the controller. It looks like one should be able to chain them "Christmas tree light"-style to use more than one Wrist Rumbler.

PocketStation

Manufacturer Sony
Type Video game accessories
Release date January 23, 1999
Product nr. SCPH-4000

The PocketStation is a Memory Card peripheral. Categorized by Sony as a combination of a Memory Card and a miniature personal digital assistant, the device features a monochrome LCD, infrared communication capability, a real-time clock, built-in flash memory, and a sound capability.

On November 5, 2013, it was announced that the PocketStation would be revived as an application for the PlayStation Vita, allowing users to play PocketStation format minigames for any classic PlayStation games that they own.

Extension Cable

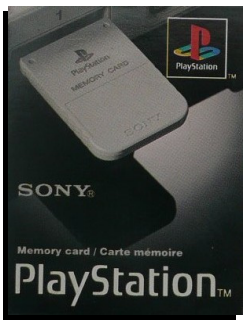
Manufacturer Joypad
Type Video game controller accessories

This PlayStation controller extension cable adds an extra 1.5 metres length to the controller cable without compromising on responsiveness - it still reacts like a regular controller. The Extension Cable has a plug that fits on any PlayStation controller cord and another plug for the console. The extension cable can be daisy chained to extend the length even more.

The extension cable also work fine for the PS2.

Sunflex, Mad Catz, and other genenric developers also released extension cables for the PlayStation.

Memory Card



Manufacturer Sony
Type Storage device
Release date December 3, 1994
Product nr. SCPH-1020

The official Sony Memory Card for the PlayStation came in 1MB and stores 15 blocks of save game data. Sony arguably had the most reliable memory card for the PlayStation. To save PlayStation 1 games on the PS2, one had to use a PlayStation 1 memory card.

As seen on the next page, memory cards came in several different designs, and some also included more memory, though many of the third party releases was prone to erase themself.

HMV

Metal Gear Solid

Tomb Raider III

Tenchu

Breath Of Fire 3

McLaren

2002 Fifa Cup

California Girls

V Rally 2

10 Million Model

Black

Clear Purple

Clear

Clear Red

Clear Yellow

Clear Black

Clear Blue

Clear Green

Dino Crisis 2

Dino Crisis 2

Spiderman

Croc 2

Driver

Driver 2

Jaguar Racing

GTA2

EA Sports

Harry Potter

Harry Potter

WWF Attitude

X Men

X Men

X Men

X Men

X Men

X Men

PlayStation Multitap

Manufacturer Sony
Type Video game controller accessories
Product nr. SCPH-1070

The PlayStation Multitap is a peripheral adapter for the PlayStation console. It can be used to plug in more than two controllers at once. There are two different types with two different types of colors, (grey and white) which are both compatible with the PlayStation and PSone, and also the original PS2 console. It is not compatible with the PS2 Slimline Models.

The Multitap came with three extra controller ports, and with two Multitaps, eight players could play simultaneously on the few games that allowed it.

PlayStation Link Cable

Manufacturer Sony
Type Accessory
Product nr. SCPH-1040

The PlayStation Link Cable (SCPH-1040) is a peripheral cable for the PlayStation console. Utilizing the serial I/O port found on the back of most PlayStation models, it allows for two consoles to be connected in order to play compatible multiplayer games on separate consoles. Because it was only designed for original PlayStation models, it's not compatible with the redesigned PSone or PlayStation's successors.

The main advantage to using the cable was that a split-screen wouldn't be necessary for multiplayer, increasing each player's screen size and potentially increasing game performance. However, the use of this cable requires two televisions, two PlayStations, and two copies of the game being played.

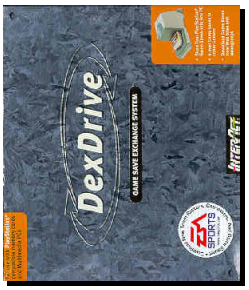
Sony RFU Adaptor

Manufacturer Sony
Type Accessory
Product nr. SCPH-1062

This RFU Adaptor is used for connecting the PlayStation to a TV with no video input terminals. The adaptor is not suitable for TV's with UHF or VHF sockets.

Sound may be monaural with this adaptor.

DexDrive



Manufacturer InterAct
Type Storage device
Release date 1996

DexDrive was a brand of game console memory card readers that allowed data to be accessed by a PC. The DexDrive products were made by now-defunct InterAct for use with PlayStation and Nintendo 64 memory cards.

Mainly, the purpose of the device was to provide a more economical solution for game data storage. The DexDrive was sold at retail for roughly the same price as two Sony- or Nintendo-branded memory cards—$50 MSRP in the U.S. The official cards had a capacity of only 128 KB, far less than even a floppy disk. For the cost of two memory cards, DexDrive owners had the opportunity to store effectively limitless amounts of game data by transferring files between the cards and the PC.

Smart Card Adaptor

Manufacturer Joytech
Type Storage device

This is the Joytech Smart Card adaptor for use with the collectable Smart Card series. It plugs into the memory card slot of the PlayStation and allows the user to use the credit card style memory cards like normal cards.

"defconsoft.co.uk"

Memory Disk Drive

Manufacturer Datel
Type Storage device

The PlayStation Disk Drive is a floppy drive that was used to make backups of the memory card and store them on standard 3.5 " floppies , so users could move items to a PC and share them online. On each floppy fit a memory card of 15 blocks and users had to copy it whole, they could not do block by block. The drive plugs directly into a PlayStation Memory Card slot and emulate a PlayStation Memory card for easy transfer.

The disk drive was available for £79.99 from Datel.

"zonaforo.meristation.com"

Software

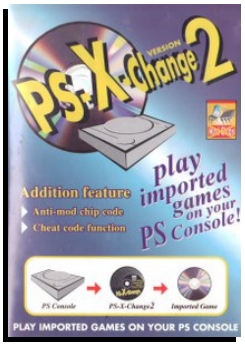
On these pages I include some of the many different cheat, or hacking devices released by third party developers. They include software for the PlayStation that often took advantage of many of the PlayStations backdoors, most notably the parallel I/O port.

Xplorer FX

Manufacturer Blaze
Type Software

Xplorer Card is a device for entering cheat codes. Users simply insert the Password Card into their consoles parallel port at the back, then when they switch their machine on, a code entering screen is displayed where they can enter codes for infinite lives, ammo, health etc. Users can also do searches for new codes or they can search www.gamefaqs.com for additional codes. Great for getting past that level the player have been stuck on for ages.

Only compatible with older consoles with a parallel port.



PS-X-Change 2

Manufacturer Game Unique Technology
Type Software

The PS-X-Change 2 let users play import and backup games on their PlayStation or PSOne, without having to install a mod chip or using the parallel port. The CD is virtually a Game Shark and a Mod Chip contained on one Boot Disc (Bootloader). To use, players insert the Boot Disc, after loading up, they switch the CD with a different region game or burned game. To do the switch, a springloader is inserted in the eject contact under the PlayStation CD-tray, or a plastic piece for use on the PSone.

Pro Action Replay

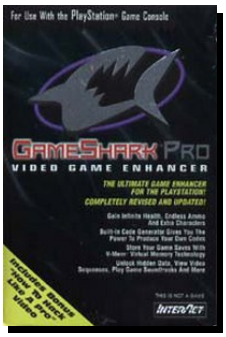
Manufacturer Datel
Type Software
Release date 1996

Action Replay is the brand name of a series of video-game cheating devices created by Datel. The Pro Action Replay were plugged into the parallel port on the back of the PlayStation and were used to load Action Replay codes into games for different cheats.

Gamers inadvertantly found that when they used these specific cheat cartridges the PlayStation loaded the copy protection part of the game before booting the game. Therefore CD-Rs or imported games that would normally be rejected by the system could be hotswapped into the system during startup.

GameShark Pro

Manufacturer InterAct
Type Software



The PlayStation Gameshark Pro contained much of the same functionality as the standard PlayStation GameShark, where player choose from different listed cheats, as well as unique features only found on the Pro. The advanced features were: Code Creation, which gave players the option to save newly created codes to a standard PlayStation memory card to share with others, and V-Mem (Virtual Memory), which gave them access to an onboard Memory Card feature where they could store up to 8 full memory card worth of saves. Unfortunately, the Shark Link software suffered from different problems.

more on GameShark@game-rave.com

Movie Card Remote Controller

Manufacturer Gamars
Type Accessory
Product nr. PR-001

This device plugs into the memory card slot and allows the user to have remote control of any movie cards that are slotted into the back of the PlayStation. The device can be used on all different Movie Cards. It also support PCB function. A special transmitter is used so it will not be affected by other remote controllers.

"defconsoft.co.uk"

LCD Screens

In 2000 Sony released a redesigned Playstation 1 called the PSOne. And it had a clip-on screen available. It didn`t take long before the third party developers started with their iteration of an LCD screen. New, the screens usually retailed for around $99.99 to $149.99.

The LCD screens, 5” give or take, delivers crisp image quality and stereo sound. The peripheral turns the PSOne into a compact, portable entertainment center, so players can enjoy their favorite games almost anywhere.

These two small pages consist of a few of the different screens released for the system.

As a side note, the Sony PSone LCD screen is popular among PC case modders and console hackers as it accepts standard RGB and composite TV signals. Its also cheap and easy to take apart if necessary.

Sony LCD Screen

Manufacturer Sony
Type LCD Screen
Product nr. SCPH-152, SCPH-130

The Sony LCD screen comes with an AC Adaptor (the exact same kind that comes with the PS one unit), and an instruction manual. The screen is a 5” (diagonal width) Thin Film Transistor (TFT) liquid display and to the left and right of it users get 1 1/2 x 1 1/8 in 1.0 watt stereo speakers. Also on the front of the unit and below the screen, users have button controls to adjust the brightness of the screen and the volume of the speakers.

The unit fits snuggly onto the PS one with the screws that are on its rear and looks completely stylish when mounted onto the console.

Mobile Monitor

Manufacturer InterAct
Type LCD Screen

InterAct`s Mobile Monitor helps the PSOne live up to its destiny by fitting nicely into the back of the PSOne with some thumbscrews and then folding over the unit. The clamshell shape of this assembled setup is slick and compact, and helps to protect the screen when not in use.

The monitor features a 5 inch LCD screen (measured diagonally), matches the PSOne both in color and style, and can be powered by an included mobile plug that plugs into a 12-volt DC outlet in an automobile, or powered using the AC adapter for the PSOne itself.

“psillustrated.com”

XL Screenmate

Manufacturer Thrustmaster
Type LCD Screen
Release date April 6, 2001

The Thrustmaster XL Screenmate answers the call for a larger screen (1 inch more diagonally). The XL Screenmate is a full-color TFT-LCD monitor. It attaches easily to the back of the PSOne with the help of the two included screws. One immediate and noticeable difference the XL has over the Interact Mobile Monitor is its hidden RF cord. It's just built into the hardware, so once users connect the XL to their PSOne, the RF plug is automatically inserted in the proper slot. Brightness levels can be adjusted to the liking, and the sound comes through crisp and clean.

"gamerevolution.com"

Wild Things LCD Screen

Manufacturer Wild Things
Type LCD Screen

The PsOne LCD screen from Wild Things plugs into the back of the PSOne and comes with headphone, AV input jacks, and a 4" screen. Clipping onto the back of the PS1 makes it easy to play while in the car or travelling. However, plugging into the cigarette lighter could prove a bit of a problem.

Official Playstation Magazine rated it the best accessory ever for the Playstation.

Magnifier

Manufacturer Wild Things
Type LCD Screen accessories
Release date August 9, 2002

The PSOne Magnifier clips onto the front of the Wild Things PSOne Monitor with ease and gives "excellent" magnifying quality. The magnifier fits securely in place with no movement and provides an 180 percent bigger screen. The magnifier is made from high-impact glass.

Storage Units

These two pages feature some of the many different carrying cases and storage units released for the system..

CyberStation

Manufacturer Blaze
Type Storage unit

The Cyber Station is a compact storage unit for the PlayStation. It features 2-stop drawer that enables immediate access to controllers and console, and can be placed underneath a 14” TV.

CD Racks can be bought separately and attached to it.

PSOne Console Bag

Manufacturer Sony
Type Carrying case

This is a official Sony PSOne Console Bag, specially designed to store and protect the PSOne while on the move. It has plenty of space for all the accessories, with compartments for games, memory cards, controllers, and cables. Adjustable strap with removable mobile phone holder. Front compartment contains CD pockets to store up to eight games and manuals. Hard wearing outer material and padded interior for durability and protection.

Blockbuster Rental Case

Manufacturer Blockbuster
Type Storage unit
Product nr. SCPH-1002

This was what one would bring home the PlayStation in if one rented it from a Blockbuster Video. It is a hard plastic case with foam inserts that allow the PlayStation and its bits to be placed inside safely.

One would have to leave a £100 deposit when they rented one of these from Blockbuster in the UK.

PlayStation Game System Carrying Case

Manufacturer PlayStation Underground
Type Carrying case
Product nr. SPS940

This is a PlayStation Game System Carrying Case by the, now-defunct, American video game magazine, originally published by Sony Computer Entertainment America.

The carrying case holds the game console, controllers, up to 6 games, 4 memory cards, AV cable and AC power cord.

It feature a heavy duty case with thick foam padding, corrosion resistant zippers, padded shoulder strap, and reinforced stiching for maximum strength.

PlayStation™ Console Case

Manufacturer SCEE
Type Carrying case

This is a PlayStation Console Case by Sony Computer Entertainment Europe. The Console Case is the perfect accessory for storing and transporting the PlayStation. Equipped with additional storage space for games, peripherals and connection cables, the case has been designed for maximum mobility and protection.

The case feature storage space for games, peripherals and connection cables, padded for durability and protection, designed for maximum mobility with removable shoulder strap, and adjustable internal compartments, optimising storage space.

Display Units

These are some of the display units used by retailers in the PlayStation days.
Buyers who want to pretty up their gaming room should expect to pay top $ for display units today.
Though, not as insane as the NES display cases. That`s just stupid money.

Lightbox Display Case

Manufacturer Sony
Type Display Unit

This is a Lightbox display case that was used as advertising space in pubs a clubs in the UK. The unit connects up to a standard tv and allows people to play games whilst having the advertising in front of them. The mechanics behind it all are quite simple but the effect at the end is extremely nice.

"defconsoft.co.uk"

Platinum Top 10 Display Unit

Manufacturer Sony
Type Display Unit

This is a shop display unit specifically for Platinum PAL PlayStation games. It allows shop keepers to display the top 10 Platinum titles at the time on a wall for everyone to see.

"defconsoft.co.uk"

Black Top 10 Display Unit

Manufacturer Sony
Type Display Unit

This is a shop display unit specifically for PlayStation games. It allows shop keepers to display the top 10 titles at the time on a wall for everyone to see.

PlayStation Demo Kiosk

Type Display unit

The PlayStation Demo Kiosk was a unit that shoppers could try in the store. The demo kiosk came in multitude of different variations, depending on the region and the shop. More often than not, it looked similar to the one in the picture, featuring a nice CRT, a console in a locked plastic casing with a game running (where buyers could sometimes ask to try other games), and two controller encased in hard rubber.

The demo kiosk of the happy ’90s and mid- ’00s has been switched out in most places by a dusty console on a cardboard box infront of a pixel-missing flatscreen.

Professional use display case

Manufacturer Italvetrine
Type Display case
Release date N/A

This is a new item and not something released in the olden days. But it was so fu£#ing crisp I hade to include it.

The case is tailor made to create a customized showcase reflecting the personality of the customer and to give prominence to the brand. It is possible to choose among over 300 standard models in the catalogue (varying colors, sizes, spaces) or to create a completely custom-made display according to specific needs, in compliance with the corporate identity of the customer.

buy@italvetrine.com

PlayStation 4 20th Anniversary Edition

Manufacturer Sony
Release date December 21, 2004

To celebrate 20 years of PlayStation, Sony created a very special limited edition PS4.

The PlayStation 4 20th Anniversary Edition combines sleek PS4 style with the iconic grey of the original PlayStation console. These unique special editions are individually numbered and strictly limited to 12,300 units – to reflect the original 3 December launch of the first PlayStation.

Featured are:
• The original coloured PlayStation family logo.
• A unique, individually numbered etched aluminium plate.
• An exclusive 20th anniversary design – featuring the iconic PlayStation symbols – on the console body and DUALSHOCK 4 touch pad.
• A PS4 system, DUALSHOCK 4 wireless controller, PS4 stand, headset and PlayStation Camera – all in original PlayStation grey.
• Exclusive 20th anniversary presentation packaging.

During the keynote speech at the PlayStation Experience Event in Las Vegas, Sony launched a special webpage where the $500 bundle, featuring the PS4 console, controller, vertical stand, and camera, all in original gray, could be ordered. The system was listed as “sold out” only minutes later.

In addition to the unique color, the PS4 console, controller, and camera all feature the “PS” logo in its traditional four-color style. The top of the console and the controller’s touch pad have a pattern of the four face button symbols; X, square, triangle, and O, which has a “2” before it to appear as “20.”

This special edition PS4 is actually no different in function or specs than the standard console already on the market, making it really nothing more than a novelty/collector’s item.

Apple don`t got shit on this box yo